NINTENDO GAMECUBE

GAME BOY ADVANCE

STAR WARS REBEL ROUSER

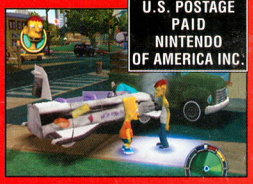
THE ONLY OFFICIAL MAGAZINE

NINTENDO POWER

P.O. Box 97043
Redmond, WA 98073-9743

CHANGE SERVICE REQUESTED

PRSRT STD
U.S. POSTAGE
PAID
NINTENDO
OF AMERICA INC.



THE SIMPSONS: HIT & RUN

P.N.03

BOKTAI: THE SUN IS IN YOUR HAND

VIEWTIFUL JOE™

EGGCELLENT STRATEGIES: BILLY HATCHER AND THE GIANT EGG

ALSO

SPOTLIGHT ON EA: NFL STREET FREEDOM FIGHTERS

Over a dozen hot titles coming this fall!

NINTENDO GAMECUBE™

TEEN
T
CONTENT RATED BY ESRB

Comic Mischief
Mild Violence
Suggestive Themes

F-ZERO GX

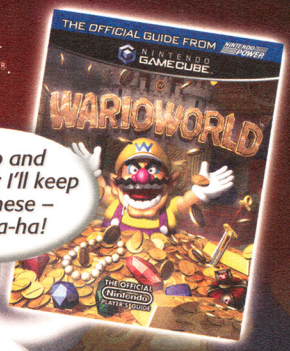
WARIOWORLD™

EVERYONE
E
CONTENT RATED BY ESRB

Cartoon Violence

THEN FEAST YOUR EYES ON THIS!

Subscribe right now and get your pick of either the ***Wario World***™ or ***F-Zero***® ***GX*** Official Player's Guide – **FREE*** with a 1-year subscription to ***Nintendo Power***®. That's 12 power-boostin' issues and one FREE Player's Guide, all for only **$19.95** U.S. ($27.95 Cdn.). Subscribe today!



Hurry up and subscribe or I'll keep both of these – Ah-ha-ha-ha!

YOUR BONUS: A $14.99 U.S. VALUE!

Subscribe now at: www.nintendopower.com/subscribe

Or call toll-free **1-800-255-3700**. You may also order by mail—just fill out the back of this order form. Visa and MasterCard accepted with phone and online orders. Sorry, online orders not available in Canada. *One free gift with paid subscription. Wario World ©2003 Nintendo. F-Zero GX ©2003 Nintendo. ©AMUSEMENT VISION/SEGA, 2003. ™, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2003 Nintendo

EAT UP THE COMPETITION!

Every month, the pros at ***Nintendo Power***® deliver all the tasty inside info you'll need to better the competiton – no matter what game you're playing. And if you subscribe right now for **only $19.95** U.S. ($27.95 Cdn.), we'll top it off with your choice of either the ***Wario World***™ or ***F-Zero***® ***GX*** Official Player's Guide – **FREE!*** So step up to the plate and subscribe online today at **www.nintendopower.com/subscribe** or call toll-free: **1-800-255-3700.**

SAVE OVER 66% OFF THE NEWSSTAND COVER PRICE!

It's – easy subscribe online today at: www.nintendopower.com/subscribe

Visa and MasterCard accepted. Sorry, online orders not available in Canada. *One free gift with paid subscription.

NINTENDO POWER®

Yes, I'm power-hungry!

PLEASE CHECK ONE OFFER ONLY:

- ☐ **12 ISSUES** of ***Nintendo Power***® for only **$19.95 U.S.** [$27.95 Cdn.] Save $39.45 off the newsstand cover price!
- ☐ **24 ISSUES** of ***Nintendo Power*** for only **$36.95 U.S.** [$51.95 Cdn.] Save $81.85 off the newsstand cover price! ← Best Deal!

CHOOSE YOUR FREE* GIFT: *Please check one item only!*

- ☐ ***Wario World***™ Official Player's Guide (Offer #4431)
- ☐ ***F-Zero***® ***GX*** Official Player's Guide (Offer #4432)

☐ Give us your e-mail address and get *Nintendo Power* subscription offers, product updates and news from Nintendo via e-mail. If you are under the age of 13, please have a parent sign here:

PARENT'S SIGNATURE _____

E-MAIL ADDRESS _____

*One free gift with paid subscription. Prices are subject to change. Please allow 4 to 6 weeks for your first issue of the magazine to arrive. **Magazine and free gift will be shipped via bulk mail and may take 3 to 4 weeks for delivery.** Offer good while supplies last. Please detach this order form and place it with your payment or credit card information in an envelope with correct postage and mail to:

Nintendo Power, P.O. Box 97043, Redmond, WA 98073-9743

Canadian residents: Remember to use an international postage stamp.

PLEASE PRINT LEGIBLY IN INK. THANK YOU.

MBR # ☐☐☐☐☐☐☐☐ – ☐ *(Located above your name on your magazine label.)*

FIRST NAME _____ LAST NAME _____

MAILING ADDRESS _____

CITY _____ STATE/PROVINCE _____ ZIP/POSTAL CODE _____

PHONE NUMBER ☐☐☐ ☐☐☐ ☐☐☐☐ DATE OF BIRTH M M D D Y Y

I am paying for this subscription by (CHECK ONE):

☐ Check or Money Order ☐ VISA ☐ MasterCard

Payable to Nintendo. (Please don't send cash or staple your payment to the order form.)

CREDIT CARD NUMBER _____ EXP. DATE M M Y Y

CARDHOLDER'S FIRST NAME _____ LAST NAME _____

CARDHOLDER'S ZIP/POSTAL CODE _____ CARD SECURITY CODE (LAST 3 DIGITS FOUND ON THE CARD'S SIGNATURE STRIP) ☐☐☐

CARDHOLDER'S SIGNATURE X _____

NINTENDO POWER®

HUNGRY FOR POWER?

THEN GET IT TO GO!

Hey, things move pretty fast around here. So if you want to keep up with all the latest **tips and tricks, secret maps and moves, reviews and previews** for Nintendo GameCube™, Game Boy® Advance and beyond, you'd better get it to go. And that's just what we bring to the table every month in the pages of ***Nintendo Power®*.**

Subscribe now online at **www.nintendopower.com/subscribe** and we'll satisfy those cravings for power with the bonus **Player's Guide of your choice!** Pick either the ***Wario World™*** *or* the ***F-Zero® GX* Official Player's Guides — FREE*!**

For only **$19.95 U.S.** ($27.95 Cdn.), you'll get a full year—that's 12 fresh issues of the only official source – ***Nintendo Power.*** That's a savings of **OVER 66% OFF** the newsstand cover price. Plus, the **Player's Guide** of your choice! Don't wait – **SUBSCRIBE NOW AND SAVE!**

YOUR BONUS – PICK ONE!

Subscribe now online at: www.nintendopower.com/subscribe

Or call toll-free **1-800-255-3700**. You may also order by mail—just fill out the back of this order form. Visa and MasterCard accepted. Sorry, online orders not available in Canada. *One free gift with paid subscription.

Wario World ©2003 Nintendo. F-Zero GX ©2003 Nintendo. ©AMUSEMENT VISION/SEGA, 2003. ™, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2003 Nintendo.

We Can't Keep Him
Cooped Up Much Longer.
RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for more ratings information.
NINTENDO GAMECUBE

SEGA is registered in the U.S. Patent and Trademark Office. SEGA, the Sega logo, and Billy Hatcher and the Giant Egg are either registered trademarks or trademarks of Sega Corporation. © Sonicteam / SEGA. 2003. All Rights Reserved. www.sega.com. ™, ®, and the Nintendo GameCube logo are trademarks of Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association. All Rights Reserved.

CONTENTS

VOLUME 172—OCTOBER 2003

GAME STRATEGIES

30 **Viewtiful Joe**
Dear Capcom, we love you. Sincerely, the NP Krew.

40 **Soul Calibur II**
Did you know that Link is in this game?

52 **F-Zero GX**

78 **P.N. 03**

86 **Boktai: The Sun Is in Your Hand**
Wouldn't that hurt?

90 **Billy Hatcher and the Giant Egg**

106 **The Simpsons: Hit & Run**

122 **Disney's Magical Quest 2 Starring Mickey and Minnie**

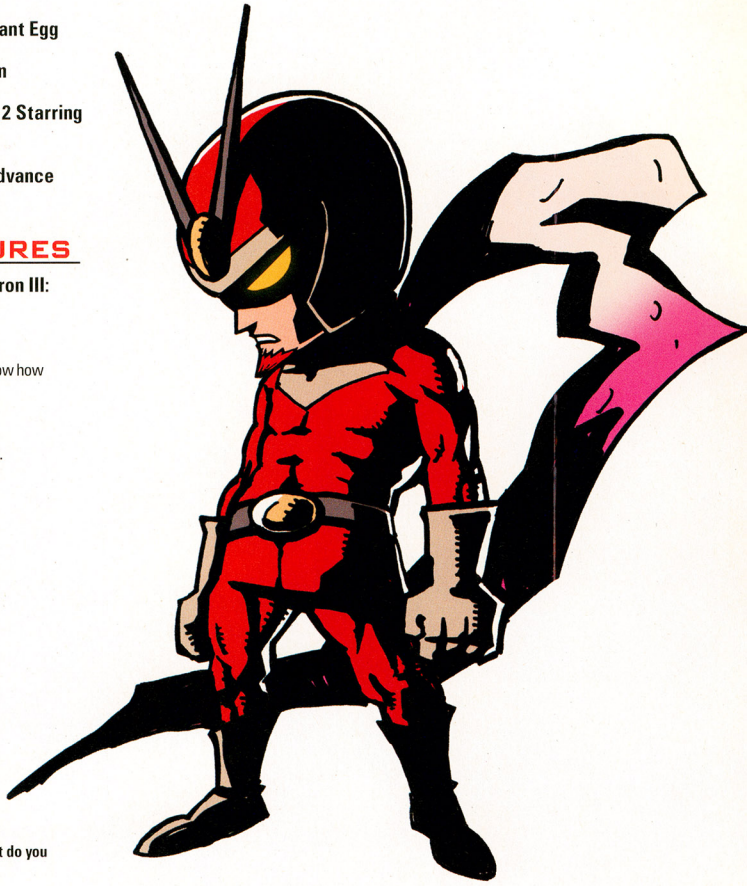
128 **Final Fantasy Tactics Advance**

SPECIAL FEATURES

50 ***Star Wars* Rogue Squadron III: Rebel Strike**

60 **Spotlight on EA**
We think they actually don't know how to make a bad game.

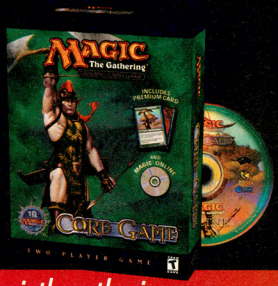
74 **Freaky Flyers**
Now with shorter security lines.



30 Hello, Joe, what do you know?

PLAY BIG

In 1993 Magic: The Gathering® created the trading card game industry. Today, it's the biggest and best game of its kind. 6 million players worldwide. Over 33 million paid out last year alone.

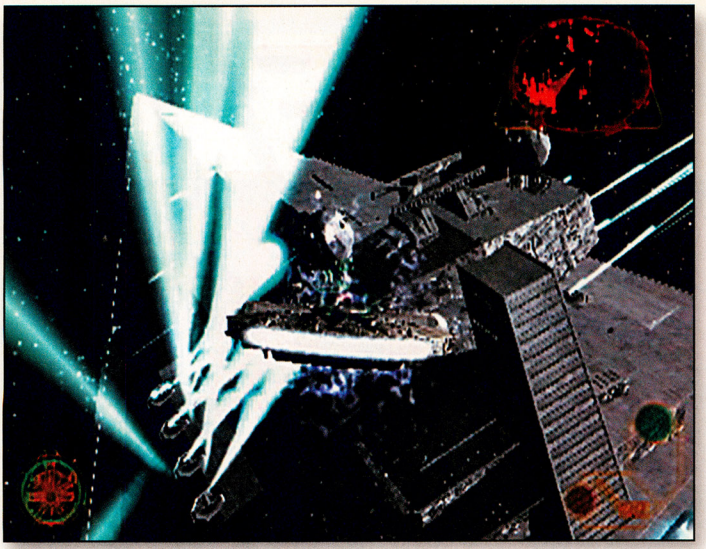


Tournaments, leagues and prizes.
The best creatures, strategies and rewards. Online and Off.

10TH Anniversary Magic The Gathering

See what playing big means. Get hooked up at magicthegathering.com

Magic: the Gathering, the Magic: the Gathering 10th Anniversary logo, the Wizards of the Coast logo and the ★ ◐ ◑ ◒ ◓ symbols are property of Wizards of the Coast, Inc. ©2003 Wizards.



50 Punch it, Chewie!

DEPARTMENTS

10 Player's Pulse

16 Power Charts

20 Game Watch

28 Power On

29 Nintendo Online

66 Classified Information

98 Player's Poll Sweepstakes
Who likes Hawaii? We do, we do!

100 Pokécenter

112 Epic Center

118 The Crossing Guardian

120 Arena

136 Now Playing

142 NP 411

143 The Nindex

144 Next Issue
We've got issues.

74 Hey, a mine cart level. Didn't see that coming.

78 If that's wrong, we don't want to be right.

NINTENDO POWER®

PUBLISHER
T. KIMISHIMA

EDITOR IN CHIEF
YOSHIO TSUBOIKE

MANAGING EDITOR
SCOTT PELLAND

SENIOR EDITORS
JESSICA JOFFE STEIN
GEORGE SINFIELD

SENIOR WRITERS
ALAN AVERILL
STEVEN GRIMM

STAFF WRITERS
JESSICA FOLSOM
STEVE THOMASON

CONTRIBUTING WRITERS
GUY BUCCI
PATRICIA CAMPBELL-WHISLER
ERIK PETERSON
JACOB WARD

EDITORIAL CONSULTANTS
GEORGE HARRISON
PETER MACDOUGALL
DAN OWSEN
PHIL ROGERS
JACQUALEE STORY
JUANA TINGDALE

COPY EDITOR
CANDACE ENGLISH

ASSISTANT PRODUCTION MANAGER
MACHIKO OEHLER

PRODUCTION SPECIALIST
CORINNE AGBUNAG

PRODUCTION COORDINATOR
MAYUMI COLSON

ART DIRECTOR
KIM LOGAN

SENIOR DESIGNERS
JIM CATECHI
TIM GARRET

DESIGNERS
REBEKAH LANE
ANDY MYERS
DAVID WATERWORTH

PRODUCTION ASSISTANT
CHRISTOPHER SHEPPERD

DESIGN, GAME STRATEGY & ILLUSTRATION
V-DESIGN INC.

V-DESIGN INC. ART DIRECTOR
YOSHI ORIMO

V-DESIGN INC.
JILL ANDERSON
DEANNA BAKER
ADAM CROWELL
OLIVER CROWELL
MATT FISHER
BRIAN JONES
SONJA MORRIS
JOHN RICE

COVER DESIGN
GRIFFES ADVERTISING

SALES AND MARKETING MANAGER
JEFF BAFUS

MARKETING SPECIALIST
MALINDA MILLER

FOR ADVERTISING INQUIRIES, CONTACT
NP.ADVERTISING@NOA.NINTENDO.COM

Official Nintendo Seal of Quality

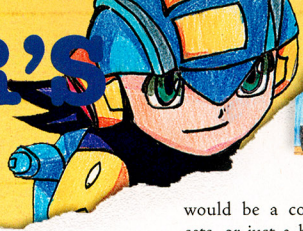
VOLUME 172—OCTOBER 2003

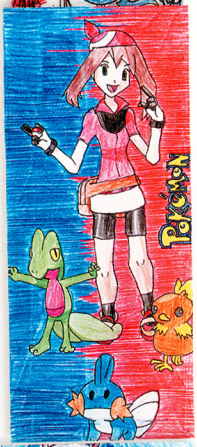
Nintendo Power is printed in the U.S.A. and published by Nintendo of America Inc., 4820 150th Avenue NE, Redmond, Washington, 98052, at $59.88 per year in the U.S.A. ($83.88 in Canada).

©2003 Nintendo of America Inc. All rights reserved. Nothing that appears in Nintendo Power may be reproduced in whole or in part without express written permission from Nintendo of America Inc., copyright owner. Nintendo is a registered trademark of Nintendo of America Inc. TM, ©, & ® for games and characters are owned by the companies that market or license those products.

NEW STYLE.
NEW SCALE.
NEW ATTITUDE.
Boba Fett™
Han Solo™
Yoda™
UNLEASHED
STAR WARS®
Hasbro
© 2003 Lucasfilm Ltd. & ® or TM where indicated. All rights reserved. Used under authorization.
® ® and/or ™ & © 2003 Hasbro, Pawtucket RI 02862 USA. All Rights Reserved. ® denotes Reg. U.S. Pat. & TM Office.
WWW.STARWARS.COM
WWW.STARWARS.HASBRO.COM

PLAYER'S PULSE





Wow, you all had so many great comments and ideas about what you'd like to see in Nintendo Power that we're devoting this month's Player's Pulse to your responses. Also check out the photos and a recap of our recent contest winner's trip to Funimation Studios on page 11!

NEW IDEAS & OLD FAVORITES

I have some ideas for a new column in NP. It could be called Fan Letters. Everyone could write to their favorite character(s). If I wrote Link and Zelda, I could ask them something and they could answer me in [their own] way. Thanks!

Sara Jones
California

Make more strategies like [the] Wario World [one]. You know, like one being narrated by a character.

Benjamin Woodard
Texas

I think that in Pokécenter you should do the Colosseum again like in the older issues. I liked the idea of that because it gave me ideas for my team. [I would also like to see] a bit more room [added] to Player's Pulse so we can see more letters sent in by people (like me).

Brian Walker
Via the Internet

I would like to [see] some puzzles or games in [NP]. Also, there should be a bigger Art Gallery! If you can't have a bigger gallery every issue, have one every fifth issue. Also, you should have [more] interviews with game creators.

Amanda DelBuono
New York

Take out Pokécenter, put in more game reviews and previews and [add] a section devoted to the NES, Super NES and N64!

Ryan Lykins
Via the Internet

How about an Animal Crossing Interiors column? It would feature original designs from [players]. No series though; it would be a combination of sets, or just a bunch of nicknacks placed together to create a really cool room. You'd take a picture of the interior design, and list all the items that you have in it. It's like Trading Spaces: Animal Crossing Edition!

Royboy
Via the Internet

I think [it] would be awesome [if you] implemented a Nintendo fan fiction section. So many true Nintendo fans (like me) write awesome stories about Nintendo and its characters. And, in a fan fiction section, a few authors' stories could

LETTER OF THE MONTH

I just finished reading your latest issue and saw that you turned 15. Congratulations! I would also like to congratulate someone else. She was the first person I ever knew who owned the NES and Super NES when they first came out. She was also the first person to buy me my NES, Game Boy and almost all my games. She also owns almost every single one of your issues! That person is my grandma. If it wasn't for her and her gaming skills, I wouldn't be the gamer I am today. I remember being little and watching her play Final Fantasy III and other great games. She is a true inspiration to my gaming ability. So, thank you, Grandma, for being very cool and giving me all your old games that you've already beat.

P.S. Good luck with Castlevania for GBA, Grammie. I know you're stuck.

Nicole Riggleman
Maryland

Nicole, you've got to have one of the coolest grandmas ever. Go Grammie! It's always inspiring to see games bringing generations together. We're not sure which Castlevania she's stuck in, but tell her to check the strategy for Castlevania: Circle of the Moon in Volumes 145 and 146, for Castlevania: Harmony of Dissonance in Volume 157, or for Castlevania: Aria of Sorrow in Vol. 169. Good luck!

be published in each issue! That would be a great addition to Nintendo Power!

Eric Mc Duffie
Via the Internet

You need to put more comics (like the Metroid Prime comic) in your magazine. You should just completely set aside a monthly column for comics. Also, I think you should put in more free stuff, like the Groudon and Kyogre ex cards I received with Vol. 170. Thanks for listening, and keep it up!

Marcers AKA Smeagol
Via the Internet

Well, I hope you don't get angry or anything, but I would love Nintendo Power to stay the same. You always seem to please every gamer who reads this magazine, even the younger generation. What I love about each issue is that there's always a couple of walk-throughs.

Christopher Williams
Texas

[You] could [add] a "most embarrassing [gaming] moments" article. You could get people (subscribers) to send in their embarrassing moments, and pick the really good stories [to publish].

Sarah Lilacchickie
New Brunswick

In the Pokécenter section, you could improve it by adding an article featuring a strategy to capture some of the hard-to-catch Pokémon, [such as] Kyogre or Feebas.

Connor Martin
Alberta

DBZ CONTEST WINNER

Lindsay Gorko from Georgia won our recent contest to visit Funimation Studios, home of the DBZ and Yu Yu Hakusho animated series for North America. She spent all day with voice actors Chris Sabat and Justin Cook, caught a sneak peek at upcoming episodes of the DBZ GT show and watched behind-the-scenes action for making each series.

You should put the FAQ section back in the Classified Information section. Also, I would love to see some more comics based on games!

Martin
Via the Internet

Some other readers have written in about this, too—we think you mean the Q&A section that once appeared in Counselors' Corner. We'll certainly keep your request in mind!

NP should have a section devoted to video game history. It could explain the importance of the games that came out, such as games that started a series or [a] new graphic style. For every issue, you could put a month or two of history.

William W.
Via the Internet

I would like to see a Museum section where you show all the games that have been made [from] an old title. For example: Super Mario Bros., Super Mario Bros. 2, etc. You could put photos of all the [series] games that exist so far, with a timeline and everything.

Tomás Sifuentes
Texas

There [should] be an addition to the Crossing Guardian where you [show pictures of] how to make patterns and custom town songs.

Andrew Perry
Via the Internet

Can you guys please enhance The Crossing Guardian? I just love that [column] of your magazine! It's great, but way too short. If possible can you guys make it a little longer, like two or three pages longer at least? I'm begging you!

Jorge Moreno
Via the Internet

You should add an editorial column for the NP staff to voice their opinions on anything that they want to discuss. Then, the readers could give their feedback on the editorial, and the readers' responses could be put in a future issue!

Shawn Plaisance
Via the Internet

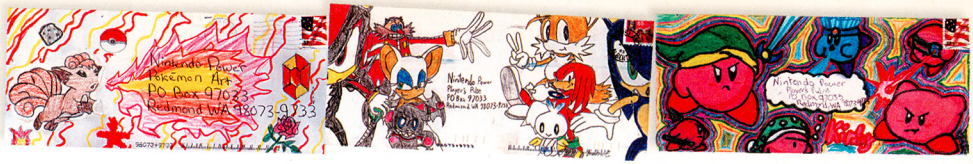
What you should have in NP is the ol' Counselors' Corner back! It would help so many gamers around the world!

Nathan Murray
Wisconsin

I was just wondering if you could create a new section in your magazine about recent toys and collectibles [featuring] Nintendo characters.

Laura Campanelli
Virginia

I'd like to see more demos. Although you let us know how you all feel about a game in the Now Playing section, it would be good if we could experience them for ourselves to make a final assessment. I was [also] hoping you could either highlight, bold, italicize, underline or put a bullet point or asterisk next to all



Nintendo GameCube-exclusive titles currently available in the Nindex section of your magazine.

Ethan L. Mahoney
New York

You should feature a Classics section where you provide tips and codes for games on your older systems, like the NES, Super NES and so on. A lot of us out there, like me, have these systems and would love to see codes again for older games!

Scott M. Fisher
Via the Internet

Ever since you decided to try out something new in the review department with the advent of Vol. 140, I have been unable to take your word on recent releases. Please, for the love of Mario, quit with the too-broad star rating system! The five-star rating scale is very imprecise compared to what I'm used to (scores like 8.7 or 9.2 from the ye olden days), and I've been wishing for the past two-and-a-half years that you'd go back to your extremely superb system from issues 139 and before. I'd like to know what you really think about game elements (graphics, sound, etc.) with cold, hard numbers rather than an ambiguous opinion or comment. Also, if possible, please dedicate more room for reviews! This section, aside from game strategies, is probably one of the most important for gamers like myself, as we're eager to hear how a game performs in various departments, and whether it's worth our money. Either way, I truly hope you take this suggestion to heart, as I'm sure I'm not the only one looking for a change for the better in the reviews department.

Ketsuke Korosu
Via the Internet

NP should do a monthly character profile. It could be on any character, such as Sonic, Mega Man or Link. You could have some physical information, such as estimated height, weight and maybe the games they appear in, how they started out, some trivial information about the character, some pictures from early stages (if available) and what company [created the characters].

IKILLFORPSO
Via the Internet

I'd love to see something like Trash Talking with Jason in Power On again! Maybe [someone] could dish out a one-liner and we, the readers, could come up with come-backs for it!

Cero
Via the Internet

You should add a section to your magazine called Alan's Corner. It could be in between Player's Pulse and the Art Gallery. Kids could send in their problems or tales to Alan and see how he responds. After all, Alan is a great counselor! I would think that he would be able to help kids with homework or other things. Kids could also tell Alan how much they admire him, and ask him questions like, "Do you dig surfing?" or "What diet are you on? You look GREAT, dude!"

Kelsey Judd
Via the Internet

If you guys want to be looking to the future, then you should link to the past! Have a [gaming history] kind of column. There has been a trend for the last year or so where people have been interested in old-school video games. You guys could put [something like] "This month in 1981, Donkey Kong was released," and tell a little bit about the game. Include some cool stuff like trivia, old codes or ads from way back then.

Chris Garben
Via the Internet

Hey, get some more Player's Pulse pages in there! I love Player's Pulse, but I wish there were more pages!

JThermle
Via the Internet

You guys should add a column called Speed where you talk about racing games, like F-Zero!

Andrew Sample
Via the Internet

Each game developer could have its own column [or section in a column], such as Capcom, EA, Namco, etc. [The] column should have hits, cheats, [news], and strategy for the developer's released games or upcoming games.

Albinoboy319
Via the Internet

You all came up with some amazing ideas and feedback. Thanks for sharing them with us! As we look forward to the future of NP, we'll keep your ideas in mind.

Border Art Provided By:

Joan Aguilar, Arizona
Arledge, Arkansas
Branden Campeau, Alberta
Desiree Haenia, Minnesota
Christian Hayden, California
Noah Jeffrey
Eric Johnson, Ohio
Tanya Kozak, Pennsylvania
Mary Leach, Ontario
Alex Marietti, Minnesota
Grace Minton
Fire Flame Princess, Oregon

WRITE AWAY, RIGHT AWAY

When you ask gamers what their favorite game is, they'll usually ramble off at least five—but what about an entire series? If asked what your favorite game series of all time is, what would you say? Please make sure at least one game in the series appeared on a Nintendo system! Send your answers to the addresses listed in the 411 section on page 142.

AN EVIL FORCE THAT'S
TERRORIZED VILLAGES
FOR OVER 2000 YEARS

vs.

YOU AND THE
JAGUN FIGHTERS™

Good luck.

See what fate has in store for you at
jagunfighters.com

Tatsuhiko Shinohara

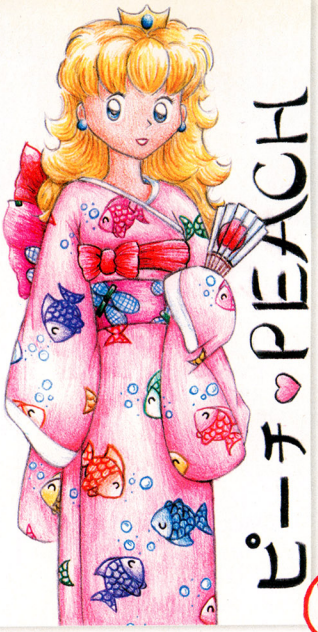
邪JAGUN眼
FIGHTERS™

BANDAI®

TM & © 2003 Bandai • Submarine. Game concept by Itru Ueda.

PLAYER'S PULSE
ARTIST'S GALLERY

Chantal DeAngelo • California



Laura Fisher • Ohio

ART OF THE MONTH CONTEST WINNER

Brian Harris • Ontario

Amanda Worsley • New Jersey

MIDWAY

iT'S TiME To GET YOUR FREAK ON

Explore, dogfight and race with some of the most freaky characters you have ever played with, in the first-and-only, fully-open, interactive, 3-D, racing videogame.

- *13 alluring characters and dozens more hidden*
- *12 massive and enticing tracks*
- *Enthralling race and dog fight modes*
- *Unique and mesmerizing mini games*
- *Amazing head-to-head multiplayer action*

FREAKY FLYERS

Coming July 2003
Log onto www.freakyflyers.com

PlayStation 2

XBOX

NINTENDO GAMECUBE

TEEN T CONTENT RATED BY ESRB

Comic Mischief
Mild Violence
Suggestive Themes

Freaky Flyers ©2002 Midway Home Entertainment Inc. All rights reserved. MIDWAY and the Midway Logo are registered trademarks of Midway Amusement Games, LLC. Used by permission. Freaky Flyers is a trademark of Midway Home Entertainment Inc. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

POWER CHARTS. 172

Nintendo GameCube

Viewtiful Joe almost put an end to Soul Calibur II's four-month reign atop the Player's Choice chart, but Astaroth paid a couple of our writers a visit and "persuaded" them to vote for Namco's fighter once again.

TOP-SELLING GAMES* NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	THE LEGEND OF ZELDA: THE WIND WAKER	2	3
2	SONIC ADVENTURE DX: DIRECTOR'S CUT	•	1
3	WARIO WORLD	•	1
4	SUPER SMASH BROS. MELEE	3	18
5	ENTER THE MATRIX	1	2
6	THE HULK	•	1
7	MARIO PARTY 4	5	8
8	DISNEY'S FINDING NEMO	6	2
9	MEGA MAN NETWORK TRANSMISSION	•	1
10	NBA STREET VOL. 2	4	2
11	SONIC ADVENTURE 2: BATTLE	10	13
12	GODZILLA: DESTROY ALL MONSTERS MELEE!	7	6
13	METROID PRIME	9	7
14	SPIDER-MAN: THE MOVIE	•	6
15	ANIMAL CROSSING	13	9
16	SONIC MEGA COLLECTION	18	7
17	SUPER MONKEY BALL 2	15	5
18	BACKYARD BASEBALL	•	1
19	TIGER WOODS PGA TOUR 2003	•	1
20	NEED FOR SPEED: HOT PURSUIT 2	•	2

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE * NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	SOUL CALIBUR II	1	4
2	VIEWTIFUL JOE	2	4
3	F-ZERO GX	5	2
4	P.N. 03	8	2
5	HITMAN 2: SILENT ASSASSIN	4	2
6	THE LEGEND OF ZELDA: THE WIND WAKER	7	8
7	MARIO GOLF: TOADSTOOL TOUR	3	2
8	BILLY HATCHER AND THE GIANT EGG	6	2
9	MADDEN NFL 2004	12	2
10	METROID PRIME	11	15
11	NCAA FOOTBALL 2004	9	2
12	IKARUGA	18	6
13	FREAKY FLYERS	•	1
14	ETERNAL DARKNESS: SANITY'S REQUIEM	19	9
15	THE SIMPSONS: HIT & RUN	15	2
16	AUTO MODELLISTA	•	1
17	TIGER WOODS PGA TOUR 2003	•	5
18	ANIMAL CROSSING	•	13
19	RESIDENT EVIL ZERO	13	11
20	NBA STREET VOL. 2	17	5

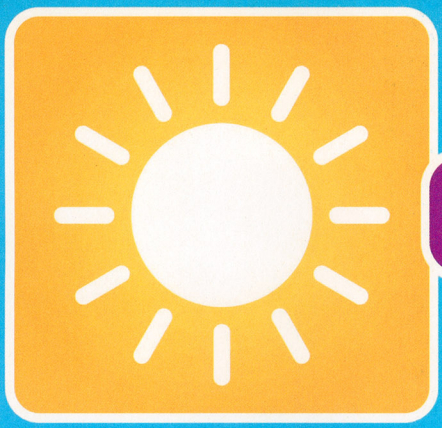
*Player's Choice and Most Wanted information courtesy of the NP Krew.

Future Release

KEY:
NINTENDO GAMECUBE
GAME BOY ADVANCE

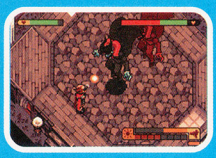
MOST WANTED

		PLATFORM	PRIOR POSITION	MO. ON CHART
1	FINAL FANTASY: CRYSTAL CHRONICLES	GCN	2	9
2	METAL GEAR SOLID: THE TWIN SNAKES	GCN	1	3
3	RESIDENT EVIL 4	GCN	4	5
4	TALES OF SYMPHONIA	GCN	•	1
5	KILLER 7	GCN	•	5



boktai™

The Sun is in Your Hand



Boktai's unique Solar Sensor harnesses sunlight to fight Vampires

Utilize sunlight to become more powerful by day

Employ stealth tactics and a customizable solar gun

Multiplayer game modes for 2-4 players

Produced by HIDEO KOJIMA

EVERYONE E CONTENT RATED BY ESRB — Fantasy Violence

ASTON RESORTQUEST HAWAII

HAWAIIAN AIRLINES — HAWAII STARTS HERE

LANGERS

GAME BOY ADVANCE

KONAMI

www.konami.com/usa

Boktai™ The Sun Is In Your Hand © 2003 Konami Computer Entertainment Japan. KONAMI® is a registered trademark of KONAMI CORPORATION. © 2003 KONAMI CORPORATION. All rights reserved.
The ratings icon is a trademark of the Interactive Digital Software Association. TM, ® and Game Boy Advance logo are trademarks of Nintendo. © 2001 Nintendo.

WAL★MART
ALWAYS LOW PRICES.
Always

Walmart.com

Prepare to set sail for a new world that will disprove everything that you previously referred to as truth. And return having been more than a bloodshot-eyed tourist. Return having been a hero. Board for this unparalleled gaming experience at Wal-Mart where the Nintendo GameCube™ and a wide selection of games are always at our Every Day Low Prices.

Michael, Wal-Mart Customer

©2003 WAL-MART

Game Boy

The ape that started it all returns as Donkey Kong Country debuts at number one on the Game Boy sales chart. There is a pair of new favorites around the NP offices as well—Fire Emblem and Boktai are both getting a lot of play time.

KEY: GAME BOY ADVANCE | GAME BOY COLOR

TOP-SELLING GAMES* GAME BOY

		PRIOR POSITION	MONTHS ON CHART
1	DONKEY KONG COUNTRY	•	1
2	POKéMON RUBY	1	3
3	POKéMON SAPPHIRE	2	3
4	DISNEY'S FINDING NEMO	6	2
5	DRAGON BALL Z: THE LEGACY OF GOKU II	•	1
6	YU-GI-OH! WORLDWIDE EDITION	3	2
7	THE INCREDIBLE HULK	•	1
8	GOLDEN SUN: THE LOST AGE	4	2
9	ADVANCE WARS 2: BLACK HOLE RISING	•	1
10	SONIC ADVANCE 2	9	3

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* GAME BOY

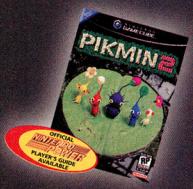
		PRIOR POSITION	MONTHS ON CHART
1	FINAL FANTASY TACTICS ADVANCE	2	4
2	FIRE EMBLEM	•	1
3	CASTLEVANIA: ARIA OF SORROW	1	6
4	GOLDEN SUN: THE LOST AGE	3	7
5	BOKTAI: THE SUN IS IN YOUR HAND	•	1
6	ADVANCE WARS 2: BLACK HOLE RISING	5	5
7	WARIO WARE, INC.: MEGA MICROGAMES	4	6
8	HARVEST MOON: FRIENDS OF MINERAL TOWN	6	2
9	THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS	7	15
10	POKéMON RUBY AND POKéMON SAPPHIRE	8	8

*Player's Choice and Most Wanted information courtesy of the NP Krew.

Nintendo GameCube Jet
$149.44
Also available in Indigo

F-Zero GX

Kirby Air Ride
Coming Soon



Pikmin 2
Coming Soon

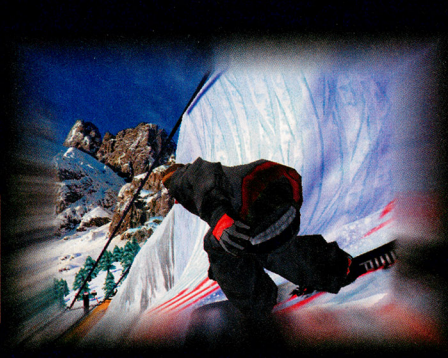
PRODUCTS RANGE FROM RATING PENDING TO TEEN
RP-T
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for more ratings information. TM and the Nintendo GameCube logo are trademarks of Nintendo. All other game copyrights and trademarks are property of their respective owners. © 2003 Nintendo.

WAL★MART®
ALWAYS LOW PRICES.
Always
Walmart.com

GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS



If you haven't been getting your daily allowance of speed, danger and intense challenges, 1080° Avalanche for Nintendo GameCube is the cure for your winter blues. Take a dose of our freshly fallen screen shots.

THE SPOTLIGHT

Kirby Air Ride

There's more to Kirby's racy debut on GCN than meets the eye. Learn what it means to catch (and ride on) a star.

Buffy the Vampire Slayer: Chaos Bleeds

The stakes are high (and carved from wood) as Buffy pins down evil in a GCN romp from Vivendi Universal Games.

The Hobbit

Bilbo Baggins goes on an epic journey to Lonely Mountain with a band of larcenous dwarves. Sounds vaguely familiar.

The Haunted Mansion

The Disney theme-park ride and upcoming feature film are blended into a fun and frightening concoction for Nintendo GameCube.

Top Gear Rally

Nintendo and Kemco team up to deliver a fast, realistic rally racer for GBA with enough tracks, cars and mud to satisfy any rally fan.

Teenage Mutant Ninja Turtles

Leo, Raph, Don and Mike are back and ready to brawl in a Game Boy Advance action platformer from Konami. Cowabunga!

THE GAMING NEWS FOR OCTOBER 2003

A MOUSE IN THE HOUSE

Capcom has even more exclusive goodies in store for GCN owners this winter. Disney's Hide and Sneak features Mickey and Minnie Mouse in a stealthy adventure. We like to call it Metal Gear Mickey, although Mickey isn't likely to garrote enemies and stuff their bodies in lockers. Instead, he will be as quiet as a mouse as he explores 30 levels, solves cunning puzzles and performs tricks. It's Mickey and Minnie like you've never seen them!

GAGA FOR YU YU

Yu Yu Hakusho is the latest Japanese manga and anime craze to burst onto the North American scene, and it's about to take the GBA by storm. Atari recently announced that Yu Yu Hakusho: Ghost Files is coming this December. The TV show features the exploits of young spiritual detective Yusuke Urameshi, who must right wrongs with the help of his supernatural friends. It could be the next DBZ or Yu-Gi-Oh, so stay tuned for more.

DK BUSTER

Steve Wiebe of Redmond, Washington, recently broke the 20-year-old Donkey Kong scoring record. The 34-year-old Wiebe officially tallied 947,200 points on his DK machine. That's a lot of monkey business. King Wiebe, we salute you!

THE TRUTH ABOUT BLUTH

Legendary animators Don Bluth and Gary Goldman are working on the in-game cinematics for Namco's I-Ninja. Bluth made his mark on the animation world on projects ranging from *Walt Disney's Sleeping Beauty* to *The Secret of NIMH* to the Dragon's Lair video games. Goldman began his career at Disney, as well, and partnered with Bluth in the creation of *NIMH*, *An American Tail*, *All Dogs Go to Heaven* and Dragon's Lair. Coming to GCN later this year, I-Ninja has just gained a very impressive pedigree.

JUSTICE WILL BE SERVED

What do Superman, Batman, The Flash, Wonder Woman, Green Lantern, Hawkgirl and the Martian Manhunter all have in common? They will all appear in Midway's upcoming Justice League video game for next-gen consoles. The super friends from DC Comics are scheduled to leap into action next year.

POOL PARTY

You won't need fins and water wings for Jaleco's pool party because it takes place in billiard halls with the likes of champion players Earl "The Pearl" Strickland and Oliver Ortmann. World Championship Pool 2004 will bring realistic pool competition to GCN this fall. Take a cue from us and check it out.

TUNE IN AND FIGHT

With epic battles, spiked hair and memorable quotes such as, "You can tune a piano, but you can't tune a fish," Dragon Ball Z has become a beloved staple of the anime community. And it's about to become a standard for fighting games on GCN thanks to Atari's Dragon Ball Z: Budokai. The new GCN game features an art style that's consistent with the TV shows. You'll face up to 23 fighters in five modes. So, "let's rumble, you big ol' pink piece of putty!"

SENSATIONAL MEDAL OF HONOR

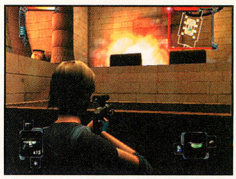
EA Games earns a medal of distinction for Medal of Honor: Infiltrator, coming soon to GBA. The second MOH for Game Boy Advance takes you through five missions set during WWII. As Corporal Jake Murphy, you'll sabotage depots, drive a tank and capture enemies. You can even connect to the GCN Medal of Honor: Rising Sun game to view a special, tactical map on your GBA.

MONSTERS OF THE MIDWAY

When Midway peeked into its vault of '80s arcade games, it discovered classic gems that were just begging to come out and play. In fact, 20 of the best arcade games of all time are headed to Nintendo GameCube this fall in Midway Arcade Treasures. The list of games reads like an award ceremony for arcade games from yesteryear: 720°, Blaster, Bubbles, Defender II, Gauntlet, Joust, Joust 2, KLAX, Marble Madness, Paperboy, Rampage, Rampart, RoadBlasters, Robotron: 2084, Satan's Hollow, Sinistar, Smash TV, SPLAT!, Spy Hunter, Super Sprint, Toobin, and Vindicators. One- and two-player modes are included, along with extra material such as developer interviews.

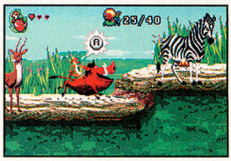
NIKKI'S ROGUE RAGE

If James Bond were a femme fatale obsessed with revenge, he might resemble the protagonist in Kemco's Rogue Ops for GCN. Nikki is as sassy as she is deadly, but throttling guards isn't always the best way to proceed through the game's eight missions. Using cool gadgets such as the Fly Cam, which would make Q turn green with envy, Nikki searches for the agents who wiped out her family. Her missions are filled with intense action and feline stealth, and you'll soon learn that there's almost always more than one way to complete your objectives.



THE WONDERFUL WORLD OF BV?

Buena Vista Games is the new name of the company overseeing Disney's gaming properties, three of which are heading to the GBA this fall. At the top of the stack is Disney's Brother Bear, based on the upcoming animated film about a man who is transformed into a bear. The game is a side-scroller with two main characters, each with individual skills. Disney's The Lion King 1-1/2 is also a side-scroller and will feature clips from next year's direct-to-video release of the same name. Rounding out the list is Lizzie McGuire: On the Go!, which combines minigames and PDA functions for busy Lizzie fans.



SPAWNING A LEGEND

Todd McFarlane's tortured comic book character, Spawn, is headed to Nintendo GameCube this fall. Namco's 3-D action game will feature Spawn's superhuman strength, hand-to-hand fighting skills, an arsenal of weapons, Hell Powers and his symbiotic suit. It promises to be an epic struggle between good and evil, with Spawn caught between the two sides.

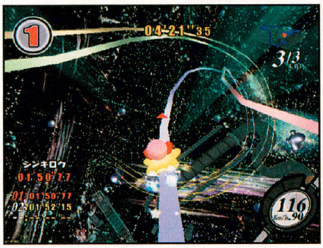
KIRBY AIR RIDE

Game Type: Racing
Publisher: Nintendo
ETA: Fall 2003
System: Nintendo GameCube

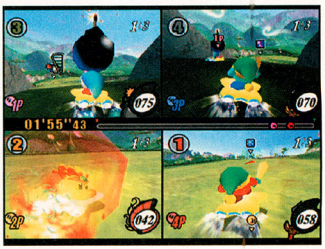
The creators of Super Smash Bros. Melee wanted to do something radically new with Kirby, and the resulting racer is unlike any you've ever played. One of the goals was to make the game accessible to players of every skill level. Kirby Air Ride's one-button control scheme was the answer. But far from reducing the challenge, the use of the single button simply focuses your attention on the game. Kirby's actions depend on where you are when you push the button; You'll push it to slow down for a corner, then release it to receive a boost. You can also push the button to swallow an enemy and copy its power to use to your advantage. The game boasts three principal modes, each with more than 100 races and challenges. There are the main 3-D races, an arena-based battle and an overhead-perspective race. It's pink perfection that no gamer should miss.

Kirby glides and slides on a variety of warpstars. You'll open more warpstars as you progress.

In the open city battle, players collect items and use them against opponents.



Many courses contain multiple paths, and the speed approaches F-Zero GX levels.



Four players can join in the fun in both race and tournament battle modes.

BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS

Game Type: Action
Publisher: Vivendi Universal Games
ETA: Fall 2003
System: Nintendo GameCube

With great writing and voice-acting, Chaos Bleeds is as much about entertainment as it is about action. The game shifts seamlessly between cinematics and game play. You'll use kung fu as Buffy, cast spells as Willow and pick up weapons as Xander and Spike to use against hordes of vampires. Buffy fans will find that the game is well-done and pure fun.

Xander and the others wield whatever weapons they can find and use items to solve puzzles.

Buffy and the rest of the game characters look, move and sound like their TV counterparts.

THE HOBBIT

Game Type: Adventure
Publisher: Vivendi Universal Games
ETA: Fall 2003
System: Nintendo GameCube

The Hobbit has come a long way since we previewed the game in Volume 167. Bilbo's adventure remains true to the book, but it adds scores of side quests and battle encounters to keep things hopping. Bilbo is a very versatile Hobbit: He can wield a sword, huck stones, climb ladders and pick locks. The adventure is about to begin.

Bilbo learns special moves, such as how to pole-vault with his walking stick.

Although Bilbo didn't do much fighting in the book, he finds plenty of action in his GCN adventure.

TOP GEAR RALLY

Game Type: Racing
Publisher: Nintendo
ETA: Fall 2003
System: Game Boy Advance

Realistic racing on Game Boy Advance has reached its zenith with Top Gear Rally. Kemco and Nintendo are teaming up to bring you the definitive 3-D racer for the handheld console. Past Top Gear games have been known for great handling and superb graphics, and TGR lives up to that tradition. The Championship mode contains three leagues. As you complete each one, you'll unlock more vehicles and options, such as new color schemes for your cars. The courses—80 in all—take you from the desert to the mountains to the city, and you'll find every type of road surface imaginable. Fortunately, you can set up your car to handle any condition prior to the race.

Thanks to TGR's realistic physics, you'll slide around corners and catch air over bumps.

Track surfaces and weather conditions vary, so you'll have to drive smart.

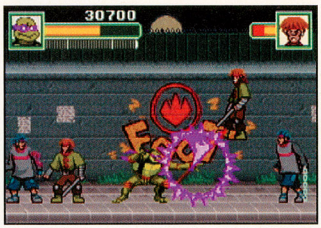
You can perform a power-slide through corners to maintain speed. The car even leans as you slide.

In addition to Championship, you'll find Quick Race, Time Attack, Practice and Two-Player modes.

TEENAGE MUTANT NINJA TURTLES

Game Type: Action
Publisher: Konami
ETA: Fall 2003
System: Game Boy Advance

Dr. Baxter Stockman has created an army of Mousers, and the turtles have to shut him down. That's just the beginning of the fun in Konami's intense platform brawler. You'll choose your favorite turtle, then swing into action, discovering scrolls and items that unlock special attacks as you go after Stockman, Casey Jones and Shredder.

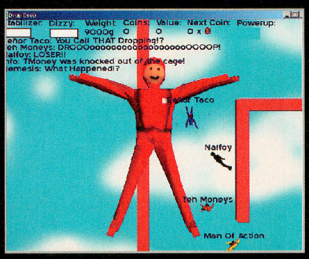


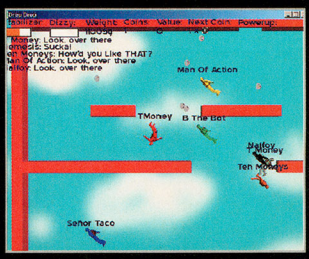
When swarms of enemies converge on you, strike back with standard or special attack moves.

Sometimes you'll battle on foot, and other times you'll cruise through the sewers in an armed boat.

PROJECT: DIGIPEN

In this month's student showcase, Drop Drop, players jump out of a plane and enter a free-falling cage, where they compete in 10 game modes. In Goldtastic mode, players try to collect all the coins in the cage, and in Drop Ball they attempt to throw the ball into an opponent's goal. If you collect power-ups, your skydiver may gain an edge on the aggressive bot competitors. You can challenge other players in multiplayer options, as well. Drop Drop was created by Jackson Dunstan, Jeromy Stroh and Eric Smith in two semesters at DigiPen.





For more information on DigiPen and to download a copy of Drop Drop to play on your computer, head to www.digipen.edu. There you'll also find links to more DigiPen projects and information about signing up for classes and workshops.

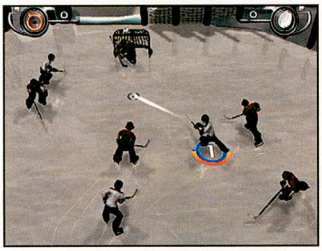
OCTOBER GALLERY

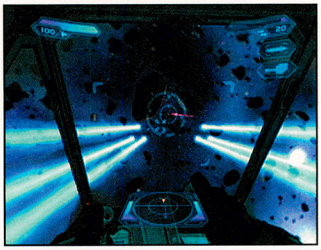
From downhill thrills to ghostly chills, this month's gallery is filled with images that will haunt you with gaming desire. From mysteries and adventures to extreme sports and popular TV and movie characters, we've got tricks and treats for every taste. Halloween must be around the corner!

Scooby-Doo: Mystery Mayhem
Scoob, Shaggy and the gang are back on the case in their latest action-mystery for GBA. In a haunted library, the gang discovers the enigmatic Tome of Doom, which a ruthless tycoon is using to further his business schemes.

Disney's Extreme Skate Adventure
With game play inspired by the Tony Hawk series and music from bands such as Smash Mouth and Grits, DESA may not be quite as cute and cuddly as you thought.

NHL Hitz Pro
With its new pro emphasis, NHL Hitz gains lots of realism while preserving much of its beloved in-your-face rowdiness. You'll face off against five-man teams composed of NHL players in authentic arenas. Improved AI mimics actual player behavior, and 1,500 new motion-capture animations make the action on the ice look almost real.





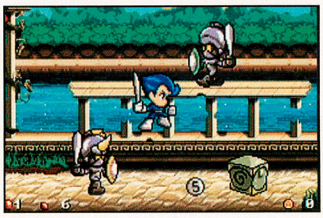
Mace Griffin: Bounty Hunter
You'll track down interstellar scumbags on foot and in six types of spacecraft in Mace Griffin for GCN. The game's 13 missions span the galaxy.

Robocop
Protect and serve the citizens of Neo-Detroit in Titus's Robocop for GCN. As the famous cyborg patrolman, you'll shoot thugs and make arrests.

Beyblade: Super Tournament Battle
Atari spins up the excitement this fall with a GCN version of Beyblade. You'll customize and battle tops in magnetic arenas. Let it rip!

Metal Slug Advance
When NEC's Metal Slug comes to GBA this fall, you'll be able to earn cards to upgrade your characters. Five missions provide nonstop action.

Yu-Gi-Oh!: The Sacred Cards
Duelists return to Battle City to compete against 100 opponents for the coveted prize of the powerful Egyptian God cards.



Kien
On a war-torn world, two heroes must vanquish evil and learn the secret of Kien. The GBA game features action and RPG elements.

1080° Avalanche
The downhill thrills begin this December. Unlike other snowboarding games, 1080° is all about taking risks and balancing along a razor's edge to gain an advantage over competing snowboarders.

The Haunted Mansion
Some very odd things will happen to you when you enter Disney's The Haunted Mansion, coming to GCN this fall from TDK. You'll find rooms that change their shape, stairways that appear out of thin air and ghosts that give you good advice. It's all part of the fun in the 30-room mansion with its population of 999 trapped souls. As Zeke the caretaker, you'll use a special lantern to free the spirits and battle ghouls, spiders and other monsters. The game includes elements from both the movie and the ride, but it is filled with puzzles that make it unique. The haunting will commence before Halloween.

DEVELOPER PROFILE

The name Tiger Woods means excellence on the PGA tour and in the world of video game golf simulations. Tiger Woods PGA Tour 2004 from EA Sports is the latest in the acclaimed series, and this year's GCN and GBA versions are packed with new features. Lead designer Mike Olsen takes us on a Tiger tour.

GW: What new feature adds the most to game play?

MO: This year we've added a feature that we feel will change the way people play games. Our create-a-golfer feature enables the game player to construct themselves (or who they'd like to be) as the main character. What sets this feature apart from other create-a-player features is that we've created an actual Character Sculpting Tool. Rather than select a fat guy, a skinny guy, a tall guy or a short guy and then simply renaming him, in Tiger Woods PGA Tour 2004, you actually shape, mold and customize your character, much like taking a lump of clay and molding it into something new. With this technology there is a seemingly infinite number of character possibilities. The level of customization available for each character is incredible. You can choose from over 1,500 items in the pro shop to equip your golfer, including shirts, hats, pants, clubs, balls, jewelry . . . you can even put braces on your teeth! You can steal additional items from the characters you beat. Plus, you can pick and choose your favorite animations from the game and add them to your character. It's all designed to create the ultimate personalization experience for the player. We're sure you'll enjoy it!

GW: How long did it take to perfect the golf-club swing mechanics?

MO: Thanks for appreciating the swing!! We believe that the intuitiveness and addictive feel of the swing has been the feature that has contributed the most to our great success over the past two years. It was developed over a period of months in the winter of 2001. It took the collaborative effort of a group of designers, engineers and play testers to get it just right. The basics of the swing mechanics and controls have not changed much since the 2002 version was released, but we have done some fine tuning based on consumer feedback from the past two products, adjusting things like miss-hit, vibration feedback and a few physics enhancements.

GW: What kind of comments have you received from players?

MO: We get many great comments and ideas from Tiger Woods PGA Tour fans. The Tiger Woods PGA Tour community is one of the most vocal and helpful of all the EA Sports families. Our two most frequent requests from the past year were for a create-a-golfer feature and a PGA Tour Season mode, both of which have made it into the game this year!

GW: The new create-a-golfer feature allows the player to adjust the physical attributes of his or her golfer. Will the development of golfing attributes work the same as it did in the 2003 edition or has that been updated, too?

MO: You will still use your earned cash to purchase attribute upgrades like you did in years past. What is new to 2004 is that every piece of equipment, clothing item and accessory can also affect your attributes. For example, a new driver may boost your power attribute; a glove might improve your control; a new shirt may boost your luck attribute.

GAME WATCH FORECAST

GW: Do the 2004 edition's seven additional courses provide any types of challenges that weren't represented in the 2003 edition?

MO: The five new licensed courses are some of the most challenging on the Tour: Bethpage Black was heralded as one of the toughest courses in U.S. Open history in 2002. Pinehurst No. 2 also gave the Tour's best fits. Also added this year are the Plantation Course at Kapalua Resort, Bay Hill Club and Lodge and Sahalee Country Club. For those who like the fictional courses, our two layouts this year will challenge even the most expert Tiger Woods PGA Tour players. Long, narrow, hilly, and loaded with hazards, these courses are brutally tough. Did I mention long? One course features a 611-yard par-4!

GW: The new Career mode allows the player to obtain sponsorships. What effect do sponsorships have on game play?

MO: If you play well in Season mode, you'll attract the eye of corporate sponsors. They may offer you cash bonuses to endorse their products. Every round you play with that sponsor's product will earn you more money to spend towards building your character.

GW: Does weather affect your play?

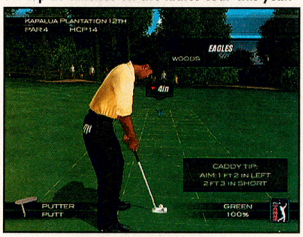
MO: Absolutely. You can set the weather to a variety of settings, and a random setting where the weather may change from hole to hole. When it's windy, shots will get blown off-line. When it's rainy, the greens and fairways will slow down.

GW: Have you added any elements to make reading greens easier or to require less reliance on the caddie's advice?

MO: We've found that our caddy tip system is enjoyed by most of our players, but some prefer the green grids that other golf games, including previous Tiger Woods games, have featured. We've brought the grid back for 2004, so we'll let the player decide which putting aid they prefer.

GW: Will we see Annika Sorenstam, or any other LPGA stars, in a future version of the game?

MO: Annika Sorenstam is not in the game this year, but we've added a future LPGA star to the lineup, 20-year old Natalie Gulbis, who already has six top-25 finishes on the ladies tour this year.



This year's Tiger Woods PGA Tour features two ways to putt. You can use the caddie's advice or size up the green with the grid system.

NINTENDO GAMECUBE

1080°: AVALANCHE
THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS: JET FUSION
AUTO MODELLISTA
BAD BOYS II
BATMAN: RISE OF SIN-TZU
BEYBLADE: SUPER TOURNAMENT BATTLE
BEYOND GOOD & EVIL
BIG MUTHA TRUCKERS
BIONICLE
BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS
CARMEN SANDIEGO: TO TRACK A THIEF
CHIBIROBO
CONAN: THE DARK AXE
CRASH NITRO KART
CRUSHED BASEBALL 2004
DEAD PHOENIX
DEXTER'S LABORATORY
DIGIMON RUMBLE ARENA 2
DISNEY'S EXTREME SKATE ADVENTURE
DISNEY'S HIDE & SNEAK
DRAGON BALL Z: BUDOKAI
DUNGEONS & DRAGONS HEROES
ENCLAVE
EXTREME FORCE: GRANT CITY ANTI-CRIME
THE FAIRLY ODDPARENTS!: BREAKIN' DA RULES
FIFA 2004
FINAL FANTASY: CRYSTAL CHRONICLES
FOUR HORSEMEN OF THE APOCALYPSE
FREEDOM FIGHTERS
GALIDOR: DEFENDERS OF THE OUTER DIMENSION
GALLEON: ISLANDS OF MYSTERY
GEIST
GLADIUS
GO! GO! HYPERGRIND
GOBLIN COMMANDER: UNLEASH THE HORDE
GOTCHA FORCE
GROOVERIDER: SLOT CAR THUNDER
HARRY POTTER: QUIDDITCH WORLD CUP
HARRY POTTER AND THE SORCEROR'S STONE
HARVEST MOON: A WONDERFUL LIFE
THE HAUNTED MANSION
HIGH HEAT BASEBALL 2003
THE HOBBIT
HOT WHEELS: HIGHWAY 35 WORLD RACE
I-NINJA
JACKED
JAMES BOND 007: EVERYTHING OR NOTHING
JIMMY NEUTRON JET FUSION
JUSTICE LEAGUE
KEROKEROKING
KILLER 7
KIRBY AIR RIDE
KNIGHTS OF THE TEMPLE
THE LEGEND OF ZELDA: FOUR SWORDS
THE LEGEND OF ZELDA: TETRA'S TRACKERS
LEGENDS OF WRESTLING 3
LOONEY TUNES: BACK IN ACTION
THE LORD OF THE RINGS: THE RETURN OF THE KING
MACE GRIFFIN: BOUNTY HUNTER
MARIO KART: DOUBLE DASH!!
MARIO PARTY 5
MARIO TENNIS
MASTERS OF THE UNIVERSE HE-MAN: DEFENDER OF GRAYSKULL
MEDAL OF HONOR: RISING SUN
METAL ARMS: GLITCH IN THE SYSTEM
METAL GEAR SOLID: THE TWIN SNAKES
MICRO MAYHEM
MIDWAY ARCADE TREASURES
MISSION: IMPOSSIBLE—OPERATION SURMA
MOBILE SUIT GUNDAM
MTV'S CELEBRITY DEATHMATCH
THE MUPPETS PARTY CRUISE
NARC
NBA BALLERS
NBA LIVE 2004
NEED FOR SPEED UNDERGROUND
NFL BLITZ PRO
NFL STREET
NHL HITZ PRO
ONE PIECE: TREASURE BATTLE
PAC-MAN
PHANTASY STAR ONLINE EPISODE III: C.A.R.D. REVOLUTION
PIKMIN 2
PILLAGE
PITFALL HARRY
POKéMON CHANNEL
POKéMON COLOSSEUM
THE POWERPUFF GIRLS: RELISH RAMPAGE—PICKLED EDITION
PRINCE OF PERSIA: THE SANDS OF TIME
R: RACING EVOLUTION
RAINBOW SIX 3: RAVEN SHIELD
RESIDENT EVIL 4
RISK
ROADKILL
ROBOCOP
ROCKET POWER: ZERO GRAVITY ZONE
ROGUE OPS
SCALER: THE SHAPE SHIFTING CHAMELEON
SCOOBY-DOO!: MYSTERY MAYHEM
SETTLERS
SHREK 2
THE SIMS: BUSTIN' OUT
SONIC HEROES
SPAWN
SPHINX AND THE SHADOW OF SET
SPIDER-MAN 2
SPIRITS & SPELLS
SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM
SSX 3
STAR FOX
STAR WARS ROGUE SQUADRON III: REBEL STRIKE
STARCRAFT: GHOST
STREET HOOPS
STREET KINGS
STREET RACING SYNDICATE
THE SUFFERING
TAK AND THE POWER OF JUJU
TALES OF SYMPHONIA
TEENAGE MUTANT NINJA TURTLES
TERMINATOR 3: RISE OF THE MACHINES
TIGER WOODS PGA TOUR 2004
TINY TOONS: DEFENDERS OF THE LOONI-VERSE
TOM AND JERRY: THE WAR OF THE WHISKERS
TOM CLANCY'S SPLINTER CELL: PANDORA TOMORROW
TONKA RESCUE PATROL
TONY HAWK'S UNDERGROUND
TRUE CRIME: STREETS OF L.A.
UNITY
URBAN FREESTYLE SOCCER
VIEWTIFUL JOE
WALLACE & GROMIT IN PROJECT ZOO
WORLD CHAMPIONSHIP POOL 2004
WWE WRESTLEMANIA XIX
XIII
XGRA
X-MEN LEGENDS
YU-GI-OH!: THE FALSEBOUND KINGDOM

GAME BOY ADVANCE

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST

A SOUND OF THUNDER
AERIAL ACES
AN AMERICAN TAIL: FIEVEL'S GOLD RUSH
BACKYARD HOCKEY
BALDUR'S GATE: DARK ALLIANCE
BANJO-KAZOOIE: GRUNTY'S REVENGE
BATMAN: RISE OF SIN-TZU
BATTLEBOTS: DESIGN & DESTROY
BEYBLADE: SUPER TOURNAMENT BATTLE
BIONICLE
BLACKTHORNE
THE CAT IN THE HAT
CIMA: THE ENEMY
CUSTOM ROBO GX
DEMIKIDS DARK
DEMIKIDS LIGHT
DIGIMON BATTLESPIRIT 2
DISNEY'S BROTHER BEAR
DISNEY'S THE LION KING 1-1/2
DORA THE EXPLORER: SUPER SPIES
DR. SEUSS: THE SEUSSATIONAL JOURNEY
DRAGON BALL Z: TAIKETSU
THE FAIRLY ODDPARENTS!: ENTER THE CLEFT
FAMITSA ADVANCE
FIRE EMBLEM
FROGGER CLASSIC
GEM SMASHERS
HAMTARO: RAINBOW RESCUE
HARVEST MOON: FRIENDS OF MINERAL TOWN
THE HAUNTED MANSION
THE HOBBIT
HOT WHEELS: WORLD RACE
HYPERSPACE DELIVERY BOY
JUSTICE LEAGUE
KIEN
LADY SIA II
LITTLE LEAGUE BASEBALL WORLD SERIES
LIZZIE MCGUIRE: ON THE GO!
LOONEY TUNES: BACK IN ACTION
THE LORD OF THE RINGS: THE RETURN OF THE KING
MARIO AND LUIGI
MEDAL OF HONOR: INFILTRATOR
METAL SLUG ADVANCE
MONSTER TRUCK MADNESS 2.0
MORTAL KOMBAT: TOURNAMENT EDITION
NEED FOR SPEED UNDERGROUND
NICKELODEON PARTY BLAST
ODDWORLD: MUNCH'S ODDYSEE
ONE PIECE: GRAND BATTLE
ONIMUSHA TACTICS
OZZY & DRIX
PAINTBALL
PITFALL HARRY
POWER RANGERS: WILD FORCE
RADIUM
RIVER KING
ROAD RASH
ROCKET POWER: ZERO GRAVITY ZONE
RUGRATS GO WILD
SCOOBY-DOO!: MYSTERY MAYHEM
SHREK 2
THE SIMS: BUSTIN' OUT
SONIC BATTLE
SONIC PINBALL PARTY
SPEED BALL 2: BRUTAL DELUXE
SPIDER-MAN 2
SPONGEBOB SQUAREPANTS
SSX 3
STAR WARS: FLIGHT OF THE FALCON
STARSKY & HUTCH
STATIC SHOCK
STREET JAM BASKETBALL
SUPER DUPER SUMOS
SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3
THE SUPER STOO-PENDOUS WORLD OF DR. SEUSS
SWORD OF MANA
TAK AND THE POWER OF JUJU
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
TEENAGE MUTANT NINJA TURTLES
TERMINATOR 3: RISE OF THE MACHINES
TIGER WOODS PGA TOUR 2004
TINY TOON ADVENTURES: SCARY DREAMS
TOM & JERRY IN INFURNAL ESCAPE
TONY HAWK'S UNDERGROUND
TOP GEAR RALLY
TOP GUN: COMBAT ZONES
ULTIMATE BEACH SOCCER
ULTIMATE CARD GAMES
ULTIMATE TABLE GAMES
ULTIMATE WINTER GAMES
WAKEBOARDING UNLEASHED
WALT DISNEY'S ALADDIN
WIZARDRY: THE SUMMONING
WOODY WOODPECKER IN CRAZY CASTLE 5
X-BLADEZ: INLINE SKATER
XYANIDE
YOSHI'S STORY
YU-GI-OH!: THE SACRED CARDS
YU YU HAKUSHO: GHOST FILES

"THE HOBBIT" INTERACTIVE GAME © 2003 VIVENDI UNIVERSAL GAMES, INC. ALL RIGHTS RESERVED. THE TOLKIEN ENTERPRISES LOGO, "THE HOBBIT", "THE LORD OF THE RINGS" AND THE CHARACTERS, EVENTS, ITEMS AND PLACES THEREIN, ARE TRADEMARKS OR REGISTERED TRADEMARKS OF THE SAUL ZAENTZ COMPANY, DBA TOLKIEN ENTERPRISES, AND ARE USED UNDER LICENSE BY VIVENDI UNIVERSAL GAMES, INC. VIVENDI UNIVERSAL GAMES AND THE VIVENDI UNIVERSAL GAMES LOGO ARE TRADEMARKS OF VIVENDI UNIVERSAL GAMES, INC. "SIERRA" AND THE SIERRA LOGO ARE TRADEMARKS OR REGISTERED TRADEMARKS OF SIERRA ENTERTAINMENT, INC., IN THE U.S. AND/OR OTHER COUNTRIES. DEVELOPED BY INEVITABLE ENTERTAINMENT, INC. LICENSED BY NINTENDO. © 2001 NINTENDO. TM, ®, GAME BOY ADVANCE AND THE NINTENDO GAMECUBE ARE TRADEMARKS OF NINTENDO. LICENSED FOR PLAY ON THE PLAYSTATION 2 COMPUTER ENTERTAINMENT SYSTEMS WITH THE NTSC U/C DESIGNATION ONLY. U.S. AND FOREIGN PATENTS PENDING. "PLAYSTATION" AND THE "PS" FAMILY LOGO ARE REGISTERED TRADEMARKS OF SONY COMPUTER ENTERTAINMENT INC. XBOX AND THE XBOX LOGOS ARE EITHER REGISTERED TRADEMARKS OR TRADEMARKS OF MICROSOFT CORPORATION IN THE UNITED STATES AND/OR OTHER COUNTRIES AND ARE USED UNDER LICENSE FROM MICROSOFT. DOLBY, PRO LOGIC, AND THE DOUBLE-D SYMBOL ARE TRADEMARKS OF DOLBY LABORATORIES. USES BINK VIDEO. COPYRIGHT ©1997-2003 BY RAD GAME TOOLS, INC. MPEG LAYER-3 PLAYBACK SUPPLIED WITH THE MILES SOUND SYSTEM FROM RAD GAME TOOLS, INC. MPEG LAYER-3 AUDIO COMPRESSION TECHNOLOGY LICENSED BY FRAUNHOFER IIS AND THOMSON MULTIMEDIA. ALL OTHER TRADEMARKS ARE PROPERTY OF THEIR RESPECTIVE OWNERS.

SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendopower.com.

That's right, Keith, those Gators are hungry. It looks like the luck of the Irish has pretty much run out.

YOUR SCREEN TEST CAPTIONS

Our line was: After gaining his freedom, Willy turned to a life of crime and began hunting hedgehogs for sport.

Later on, the Sea World staff assured Sonic that from the right angle anyone would look like a mackerel. *—William Brendel*

So this is what it's like to be Crash Bandicoot. *—Marco Alessandro*

Sonic recalled his earlier conversation with Tails: "No Sonic, Disney World is boring. Let's go to Sea World!" *—Derek Resmini*

Maybe freeing Willy was a bad idea. *—Brandon T*

Sonic hated being called a shrimp, but he found being treated like one was much worse. *—Wan Soul*

Sometime the whale go away, sometimes he wouldn't go away . . . *—Justin Wylie*

And that was my only way back! *—Steven Rheiner*

Finding Nemo . . . gone wrong! *—Allie Mehner*

Killer whale: "I've heard of fast food, but this is ridiculous." *—Alex Snow*

I thought we had something special. *—Brenda Walker*

"I'm taking whale hunter off my resume," thought Sonic. *—Jon Romanelli*

ÜBER-GAMER POP QUIZ

Super Mario Bros. 3 set a new level of excellence for platform games when it was released in 1990, and many people still consider it to be the ultimate platformer. SMB 3 is finally giving an encore on Game Boy Advance. Super Mario Advance 4: Super Mario Bros. 3 contains the classic SMB 3 as well as multiplayer Mario Bros. action. How well do you know the classic? Test yourself in our Über-gamer Pop Quiz.

1. Which of the following statements is true?

A. Super Mario Bros. 3 was the best-selling console game of 1990.

B. Super Mario Bros. 3 was the best-selling console game of the 20th century.

C. Super Mario Bros. 3 was the best-selling console game of all time.

D. All of the above

2. Which enemies debuted in SMB 3?

A. Koopa Kids

B. Hammer Bros.

C. Buzzy Beetle

3. Which of the following Nintendo employees helped create SMB 3?

A. Shigeru Miyamoto

B. Takashi Tezuka

C. Koji Kondo

D. All of the above

4. How many SMB 3 Game Paks were sold?

A. More than 7 million

B. More than 17 million

C. More than 27 million

5. What costume does Mario don in order to fly?

A. Duck

B. Zebra

C. Raccoon

6. How much memory did SMB 3 use?

A. 3 megabits

B. 32 megabits

C. 64 megabits

7. What issue of Nintendo Power featured SMB 3 on the cover?

A. Volume 7

B. Volume 11

C. Volume 15

8. How many areas can you explore in SMB 3?

A. 59

B. 66

C. 87

9. What does Jugem's Cloud do?

A. Rains on your parade

B. Allows you to defeat Dry Bones

C. Allows you to bypass an area

10. Which of the following comments did Mr. Miyamoto make in an interview for Nintendo Power?

A. "We are especially proud of the magical wonderland we created in SMB 3, and the dastardly, fascinating and repulsive enemy characters that live in it."

B. "SMB 3 is going to set the gaming world on fire with its depth and challenges."

C. "I considered giving Mario a plunger to use as a weapon, but we weren't sure if people would know what it was for."

Answers: 1) D, 2) A, 3) D, 4) B, 5) C, 6) A, 7) B, 8) C, 9) C, 10) A

Keys to the Kingdom of Ivalice

nintendo.com/finalfantasy

Final Fantasy Tactics Advance is easily the deepest role-playing game to hit the GBA. Where should a newcomer start? How far can an RPG veteran go? Nintendo will help gamers cross over to the kingdom of Ivalice and make the most of their adventures with its upcoming FFTA website, launching in late August.

If you're thinking of taking the plunge into the epic, the website will push you over the edge with a treasure trove of details about FFTA's richly imagined world. The site will also offer in-depth strategy—bookmark the FFTA website and return often!

The Law and Antilaw cards in FFTA contain some of the game's most potent magic—and some of its most complex. Learn how to wield the cards' battle-changing power at the FFTA website.

The site will also fully explain FFTA's job system. Using jobs is easy, but job-hopping—to create characters that are uniquely powerful—is more challenging. No matter what your characters' races, the FFTA website will have lots of insider info to help you create a team that's unbeatable.

Pokémon Pinball Rolls Again!

pokemon-games.com

Nintendo is expanding pokemon-games.com to include the latest expansion of the Pokémon universe—Pokémon Pinball: Ruby & Sapphire. The wild Pak deserves an equally wild website, so the site uses pinball-and-flipper navigation to help you find your way around the rambunctious game. You'll shoot the Poké Ball around the screen to access topics, and you can even break loose hidden, exclusive stuff like wallpaper, desktop icon sets and instant-message icons—if you're a savvy shooter!

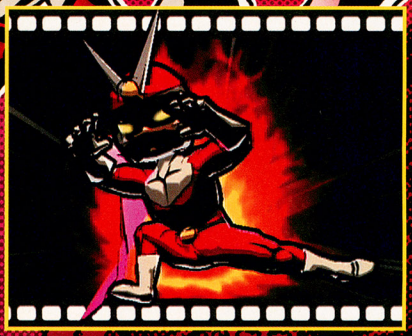
After you click on a part of the website you'd like to visit, click on the Spoink and let the pinball go.

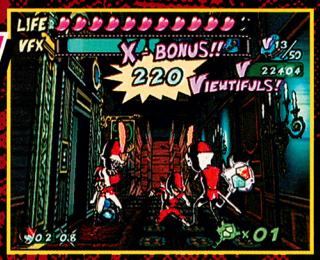
The Pokémon Pinball site has lots of wallpaper and cool stuff that you can get in its Pokémon Mart.

WANT TO CHAT WITH THE PRO PLAYERS AT NINTENDO POWER? VISIT NINTENDO.COM AND JUMP INTO THE SUBSCRIBER-ONLY CHAT!

Viewtiful Joe™

FINALLY! A HERO THAT KICKS BUTT FOR TRUTH, HONOR AND THE RIGHT TO BREAK THE MOLD.





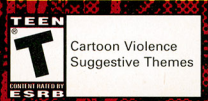
CAPCOM DOES JUSTICE TO GCN

Games that try to be cool usually miss the mark. But Capcom shot from the hip with Viewtiful Joe—an insanely original game—and hit the target dead-on. With side-scrolling superheroics and style ripped from the pages of a comic book, Viewtiful Joe's sure to attract legions of fans. They'll all be part of an exclusive club when the game comes out in October: its destined only for the Nintendo GameCube.

FOR KIDS & ADULTS

Laugh Riots for All Skill Levels

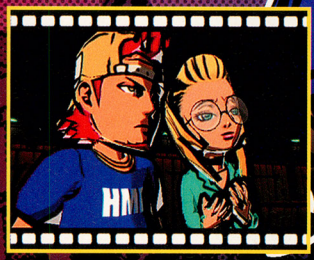
When you start a new game, you'll need to choose Kids or Adult mode. Though it seems like a V-Chip-like setting, it's really one of the game's many jokes, a taste of its wicked sense of humor. Choose Kids mode for your first run. The action gets crazy in a hurry, and you'll want the difficulty turned down a notch while mastering VJ's moves.

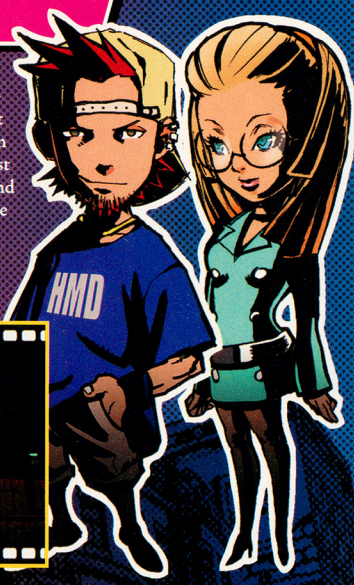


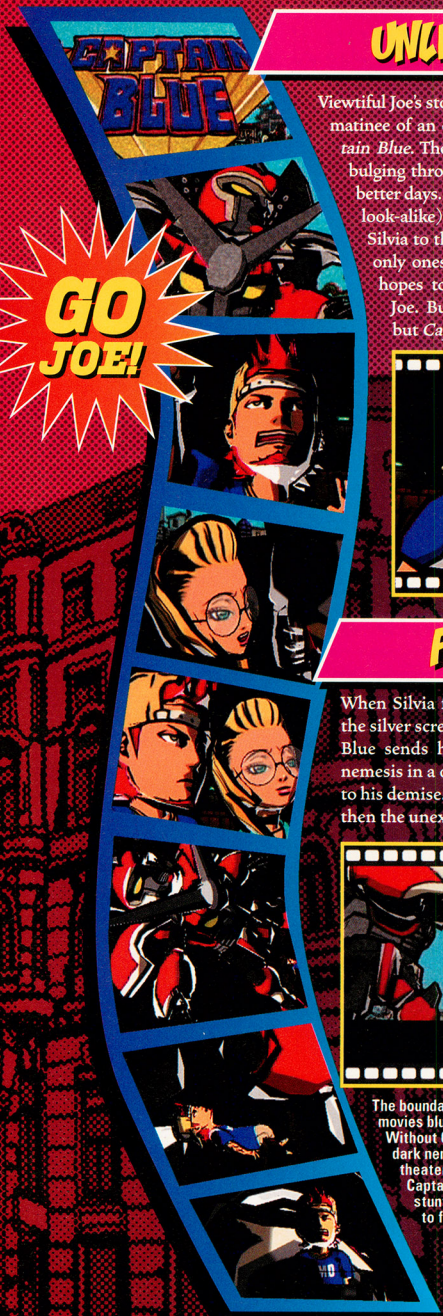
© Capcom Co., Ltd. 2003. All rights reserved.

UNLIKELY STARS

Viewtiful Joe's story begins during a bargain matinee of an old superhero movie, *Captain Blue*. The film's hero—with his gut bulging through his spandex—has seen better days. Diehard fan (and Fred Durst look-alike) Joe has dragged his girlfriend Silvia to the geriatric flick. They're the only ones in the theater, so Silvia hopes to get quality time with Joe. But he's oblivious to all but *Captain Blue*.

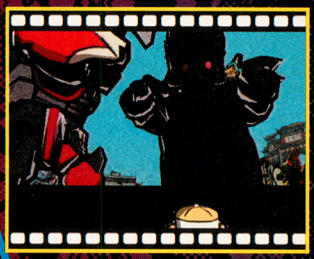






FALL AND RISE OF A HERO

When Silvia finally distracts Joe, dark deeds occur on the silver screen. During the film's finale, when Captain Blue sends his giant robot to clash with his nemesis in a city-trashing brawl, the hero falls to his demise. Glum ending for a movie—but then the unexpected happens.

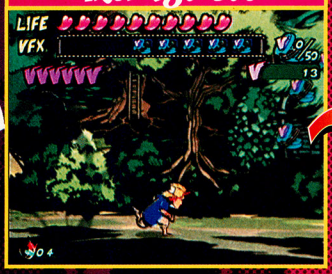


The boundary that separates reality and movies blurs throughout Viewtiful Joe. Without Captain Blue to stop him, the dark nemesis reaches into the movie theater and abducts Silvia. Then Captain Blue's robot pulls the same stunt—pulling Joe into the movie to fill the fallen star's shoes.

HOLDING OUT FOR A HERO

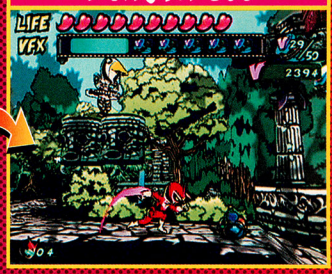
After the robot pulls him into the movie, Joe meets Captain Blue's spirit, which gives him the V-Watch. The device lets Joe tap into VFX Power, which fuels superstunts. But if Joe pushes VFX Power too far and the VFX meter bottoms out, he'll revert to good ol' Joe until it recharges to its maximum.

After-Ego Joe



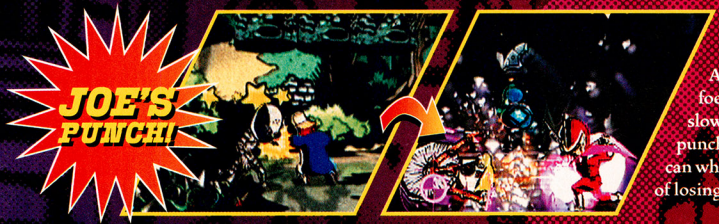
When the VFX meter is empty, you'll need to survive for a short while as Joe until it fills to the brim. Although you can't pull off superheroics, you'll still have basic punches, kicks and jumps.

Viewtiful Joe



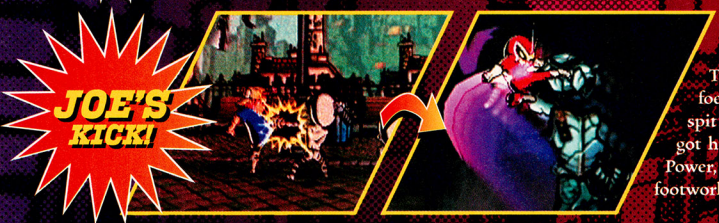
You'll stay suited up as long as you have VFX Power. Its meter, shown as a celluloid strip, will drain while you use some powers. Suit-augmented punches, kicks and jumps don't drain the meter.

SPANDEX PUTS A SPRING IN YOUR STEP



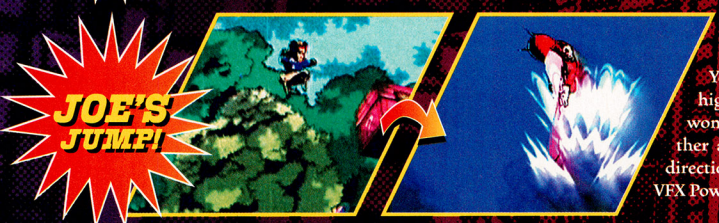
Fist Sandwiches

As just plain Joe, you can pummel your foes, but your jabs will be weaker and slower than when you're suited up. Because punches don't use VFX Power, Viewtiful Joe can whack the heck out of a crowd without fear of losing his suit.



Size-11 Attacks

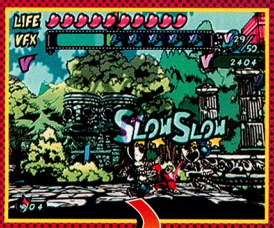
T-shirted Joe can plant his foot in his foes' faces good 'n' plenty, but he'll kick the spit out of his enemies even faster when he's got his suit on. Superkicks don't drain VFX Power, so you'll use lots of Viewtiful Joe's fancy footwork on enemy mobs.



He's Outta There

Your regular Joe can jump surprisingly high for a nice guy, but the spandex works wonders. As Viewtiful Joe, he can jump farther and pull off a double jump, reversing direction in midair, all without tapping into VFX Power.

UNCANNY COMBOS



Unbalance Your Enemy

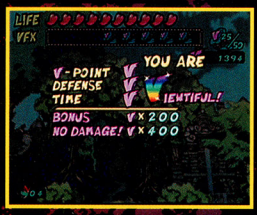
As just-plain Joe or Viewtiful Joe, you can use the Control Stick to dodge under your foe's punch or leap over his low blow. When you avoid either strike, your enemy will spin around and become dizzy. Though you can batter your target while he's dazed, it's more fun to exploit his confusion for big combos.

Go Slow-Mo for Combos

One of Viewtiful Joe's powers is to slow down time; in slow mo a dazed enemy will appear in pink crosshairs. It's a signal for you to strike—with any attack—to set off a combo chain reaction. After you strike the dazed target, all nearby targets will suddenly appear in the crosshairs, too. The more foes you can strike in slow mo before your VFX Power runs out, the higher your V-Point combo score will be.

MOVIEMAKING

You're in a movie, so you must feed your audience's need for stunts pulled off with flair. After a scene of combat, you'll receive a rank based on three factors that help determine whether you're box-office gold or just a fool.



V-POINTS

Bust-a-Supermove

You'll get V-Points for each foe you defeat. In slow-mo mode, you can rack up huge combos by stringing together moves that clear foes in crosshairs. You'll also spend V-Points to buy more powers, so exploit your slow mo often.

DEFENSE

Evade the Pain

Complete a scene without getting hit to earn the highest rating—a V for Viewtiful. Though earning V-Points is a contact sport, you won't be penalized for socking your enemies. You'll get dinged only if they whack you first.

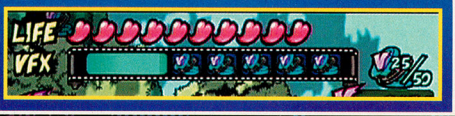
TIME

Lights Out in a Hurry

Great action flicks keep the momentum going, so maintain an aggressive pace while you pull off all right moves and clear out the mobs. If you earn a high ranking in all three factors, you'll hear your audience cheer: You've kept them Viewtifully entertained.

MEASURE OF A HERO

Joe and Viewtiful Joe share the same life meter. When either takes a blow, the life meter will take a hit. VFX Power energizes some of Viewtiful Joe's abilities and fuels auto-dodge moves in slow-mo mode. You can increase the VFX max by one film cell for every 50 film canisters you collect. A high VFX is key to supersuccess.



JOE'S POWER-UPS

Film Canister

Film canisters increase your VFX capacity for the duration of a level. Collect all the canisters you can find to bulk up your VFX for the level's boss fight.

Cheeseburgers

There must be some kind of special sauce on the game's cheeseburgers. Every burger you wolf down will restore your life meter by one.

V-Point Coins and Medals

When you defeat a typical grunt, a V-Point coin will replace it. After you accomplish some big goals, you'll see a huge medal worth lots of V-Points.

VFX Power Vials

When you defeat foes in slow mo, they'll leave behind vials filled with a little VFX Power. Collect the vials to prolong your slow-mo combo-racking rampages.

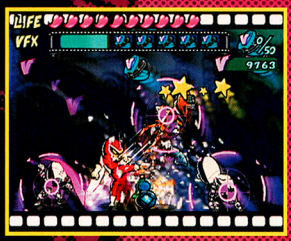
THREE PRIMARY SUPERPOWERS

Joe doesn't inherit all of Captain Blue's many superpowers from the start. To get the three major powers, Joe will need to defeat the hero's spirit in battle on three separate occasions. The powers allow you to mess with the flow of time and wreak Viewtiful havoc.

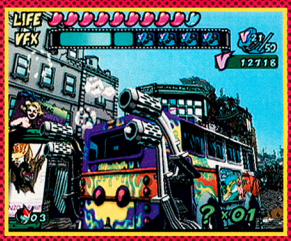
Zen Aggression

SLOW!

When you hold down the L Button, you'll slow the screen action down to a snail's pace with the Slow superpower. You'll then have more time to think about which moves to pull off, which enemies to attack and what combo ops you can set up. You'll still need to think fast, however, because your VFX meter will steadily drain while you play in slow motion.



In slow mo, you can dodge your foes' high or low blows—throwing them off balance and setting up combos—much more easily.

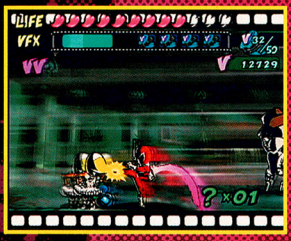


You can use the Slow power to solve puzzles, such as how to get a bus that you're riding to jump over a pit.

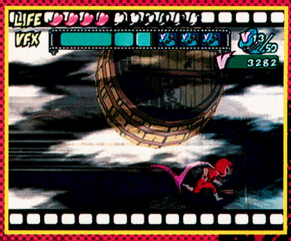
Fast as Quicksilver

MACH SPEED!

When you hold the R Button, you'll speed up radically. Enemies will have a harder time seeing your blows coming. In addition, you'll be able to deliver moves with machine-gun rapidity. The VFX Meter will drain while you have time sped up, however, so you'll need to use Mach Speed in short bursts.



When you're moving fast, you can deliver a blur of kicks and punches that erodes your target's health in a hurry.

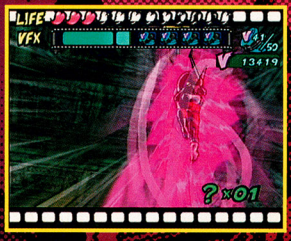


You can also solve puzzzles with Mach Speed—like how to squeeze past a massive wine barrel before it crushes you.

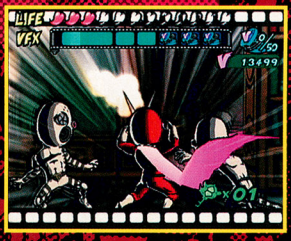
Micromayhem

ZOOM! IN

The Zoom In superpower is the final gift that you'll get from Captain Blue. It's also the most devastating. With it, you can focus on a small area of the screen and deliver a precise explosion of activity. You'll Zoom-In to solve some puzzles and to deliver some of Viewtiful Joe's most crushing attacks.



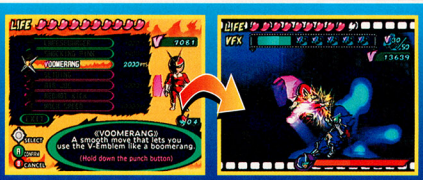
When Zoomed In, you can leap into the air in a hurricane of energy, and bore downward with seismic force.



In close combat, Zooming In will strike fear into the hearts of many enemies, paralyzing them. It's a massive advantage.

AND FAR MORE IN STORE!

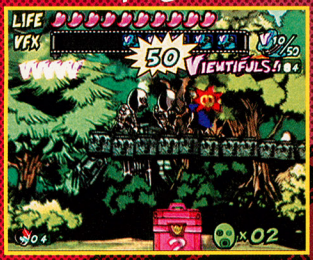
Earn as many V-Points as you can. You'll use them to purchase more powers, such as the diagonally diabolical Redhot Kick, the slam-dunk Air Joe attack and the boss-obliterating Viewtiful Forever move. You can also obtain wild upgrades for your Mach Speed, and weapons like the crowd-clearing Voomerang.



LEVEL 1 JOE THE HERO

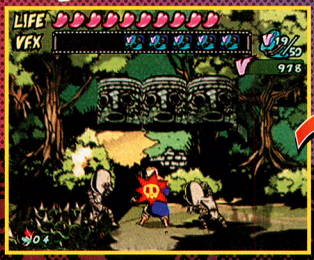
Joe has a long road ahead in his quest to locate his girlfriend—and the villain behind her abduction. He'll start his quest with only his new V-Watch, which will give him no more than basic dodging ability until he fights Captain Blue.

Joe's Coping Skills



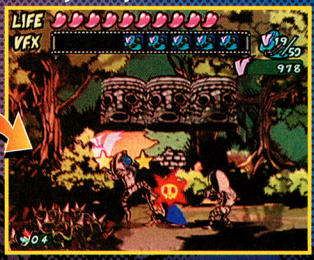
Whenever you're playing as Joe Blow, the screen will be grainy—like an old movie. Do your best with Joe's less-effective punches, kicks, jumps and dodging moves.

Dodge—If You Can



You'll need lightning-quick reflexes to dodge attacks until you get the Slow power. When you see an enemy's skull icon appear, steel yourself for his impending attack.

Scrape Up V-Points



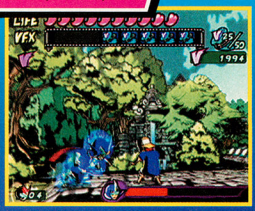
If you dodge an attack, your foe will get dizzy. You don't yet have the Slow power that leads to combo points, but you can still earn good V-Points by attacking a dazed enemy.

The Reel Way to Greatness

Collect 50 film canisters to increase your VFX meter by one cell. You'll need the meter as high as possible when you reach the level boss, so keep an eye out for the canisters. Some are hidden high in the sky, so put your head in the clouds—temporarily.

CAPTAIN BLUE'S TEST

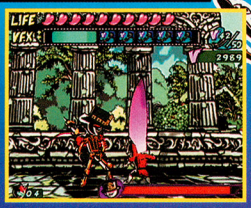
The spirit of Captain Blue will grant you his Slow superpower if he deems that you're ready for it. You've got to best him in battle. He won't use every trick in the book, but he's still a tough cookie. You'll need to push good ol' Joe to the limit to trounce the potbellied hero.



Wait for Blue to attack, then dodge his jabs. When he's thrown off balance, he'll lose his high-pro glow. Then attack him to score damage.

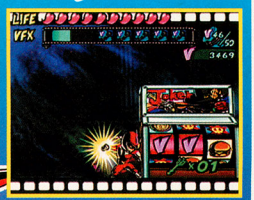
TWO-ARMED BANDIT

After you defeat Captain Blue, you'll receive your superhero suit. It's just in time to face the slot-machine-toting miniboss for the first of many times. He moves quickly and wields a rapier and a pistol. Draw upon the suit's Slow superpowers to outmove the flashy fellow. You'll win a token to use in his slot machine.



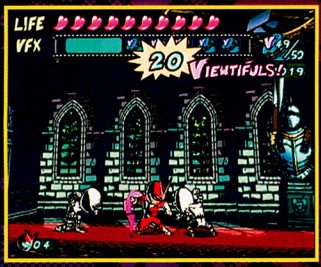
Whether in regular time or in slow mo, don't attack the bandit when he tucks into a ball—he's invulnerable.

Play the Slots



Slow time so you can see how the wheels spin. Punch the machine to stop each wheel. If you score three Vs, you'll get a key to the manor; you can also punch up V-Point medals and a cheeseburger.

Batter the Manor Staff



Though you can react better to jabs and kicks in slow mo, build up your ability to react in real time. You'll save VFX Power for when it really counts—setting up combos. After you dizzy the manor robots, shift to slow mo and kick them into axe-bearing knights to score a combo.

OUTLAW QUICK-DRAW

You'll be locked in the library with a robotic outlaw that's the fastest gun in the manor. Use slow mo to turn the tables. After you defeat the outlaw and his henchmen, the key to exiting the library will fall into your lap.

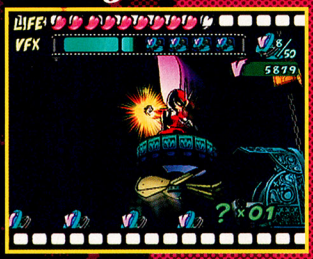
Use a quick trigger-finger on the L Button when the outlaw draws his pistol. Hit the slowly aproaching bullet back at him.

The outlaw will fall down dazed—then you'll see the hint for you to slow time. Do so and punch up combos.

Awful Dinner Guests

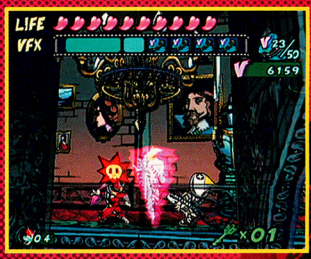
In the banquet hall, bots with propellers swoop overhead and drop bombs. Slow time and double-jump to reach the pests. Smash their propellers off to force 'em to the ground.

Grinding Halt



To reach the switch on the far side of the thorny pit, alter time so the floating platform's propeller slows. After the platform falls, jump onto it to reach the switch.

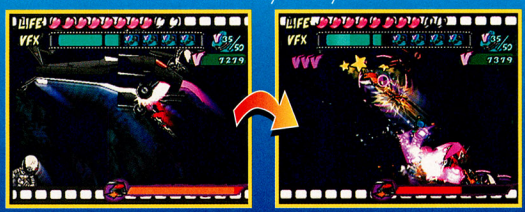
Swan Lake Skirmish



Duck-billed, tutu-wearing robots rush toward you on the balcony. When one launches into a pirouette, don't tackle it. Slow time, then trip it up. Defeat them all to gain the key.

APOCALYPSE WOW

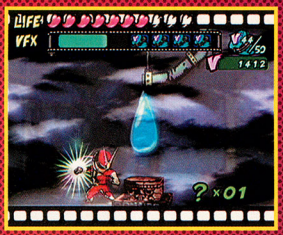
To gain entrance to the manor's crypt, you'll need to survive a full-out assault in the grand hall. A battle chopper bursts through the stained-glass window, and waves of robots rush down stairways. Pace your slow-mo use. It's a long battle.



When the chopper fires on your position, slow time to see its bullets. Punch or kick the bullets at an angle that sends them back at the chopper to score hits. Also batter the chopper's easier-to-see homing missiles back at it.

Clip the Chopper's Wings

Avoid the propellers when they're red; they'll take a bite out of your health. You can uppercut bots to send them flying at the chopper body. Its life meter is longer than it seems: After you whittle the meter down to nothing, it will change color. When it's red, you're in the final stretch.

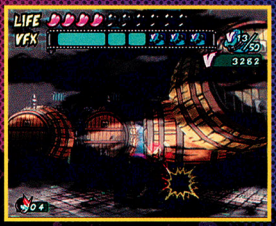


Flood the Crypt

A gate bars the exit at the far-right end of the bat-plagued crypt. Trip the gate's stubborn floor switch by turning on your slow mo long enough to let an enormous water drop form above the switch. When the drop falls, its weight will be sufficient to depress the button. Race to the gate before it closes.

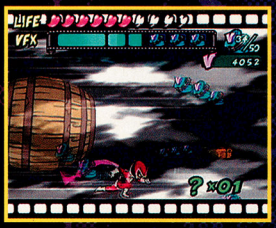
CAPTAIN BLUE: PART 2

In the barrel chamber, you'll fight Captain Blue again. He'll add electrical attacks to his moves—steer clear of him when he's crackling. Use slow mo to sneak in your attacks. You'll earn his Mach Speed superpower if you defeat him.



Creep in Deeper

A gigantic barrel blocks your passage into the caves under the manor. No matter how much you pummel the barrel, it won't break. Use an uppercut to send the weighty object into the air. It will fall down too quickly for you to run under it—unless you use either your Slow or Mach Speed power.

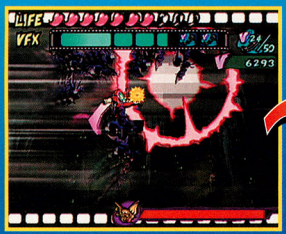


Then Hotfoot It

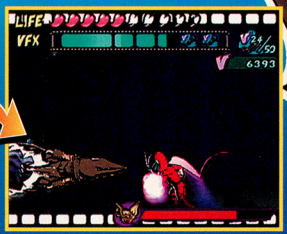
When you enter the long spiral that leads toward the boss's resting place, rolling barrels will drop in behind you and threaten to crush you. Use your new Mach Speed superpower to outrun the barrels. Don't miss the cheeseburgers and film canisters as you run—put on the brakes and slow down the action for a moment when you approach them.

CHARLES THE 3RD NP

Third time's not the charm for Charles, the vampire boss. He's a hyperactive aristocrat that screams like a monkey—funny but rabid.



To get the best bead on the swiftly flying boss, double-jump to his elevation, slow down the action then punch or kick him. If he explodes into a cloud of bats, strike as many bats as you can to weaken Charles.



When Charles grows desperate, he'll start drilling through the cavern in a blur of energy. Slow time, then attack his whirling body. When he falls to the ground, deliver a firestorm of Mach Speed attacks.

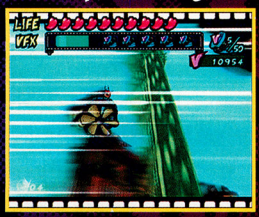
Avoid His Scuzzy Attacks

When Charles bores into the ceiling, watch out for falling stalactites—kick them into the villain to bring him to earth. When he lashes out with his blood-red boomerang or lunges at you, turn on the slow mo to avoid getting hit.

LEVEL 2 SOME LIKE IT RED HOT

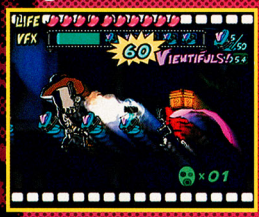
After you break free from the vampire's manor, you'll find yourself on a street overrun with robots as chaos erupts in the city. The larger plot will soon drop on you like a ton of bricks. But first you'll need to earn the third major superpower.

Size Up the Geyser



A geyser of sewer water continuously blasts into the sky. To get past it, you'll need to use the propeller-powered platform. Slow down time to bring the platform to the ground. Leap onto it then use Mach Speed to put the world into high gear—the propeller will speed up so fast that the platform will soar into the sky. Leap over the filthy geyser.

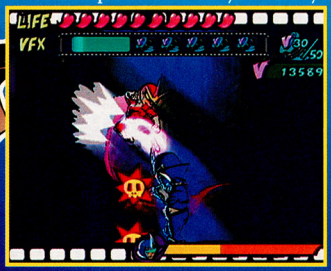
Flog the Outlaws



You won't be able to move past the building covered with scaffolding until you defeat the two robotic outlaws. Only one will appear at a time. Use your slow-mo bullet-punching trick to dizzy each one, then keep the slow-mo meter running while you close in for a quick knockout.

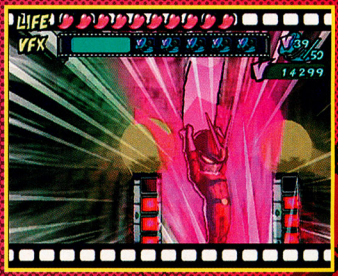
CAPTAIN BLUE: PART 3

To earn Captain Blue's final major power—his Zoom In ability—you'll need to defeat the hero one more time. With great power comes great responsibility, as they say, so he'll pull out all the stops to ensure that you're ready.



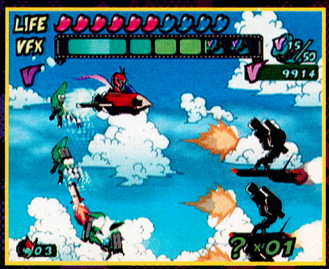
You'll have several chances to buy powers before you face Blue for the third time. Get the Redhot Kick—the diagonal strikes cut the battle short.

Zoom into the Sewer



Jump through the manhole that's not far from the Captain Blue battle location. A vault door blocks the sewer system. Open the door by performing one of the Zoom-In moves between the vault's energy poles.

HUNGRY FOR JUSTICE? MEET AT JOE'S!



Evil is afoot—and it's stinking up the joint! But with all three major powers under your belt, plus more in the superhero store, you'll be ready to take it on. Viewtiful Joe's dangerous, hilarious struggle is just getting off the ground. Who's behind Silvia's abduction and worse crimes will be revealed in good time. Next month, we'll dish out another helping of the Joe special!

P.N.03™
PRODUCT NUMBER

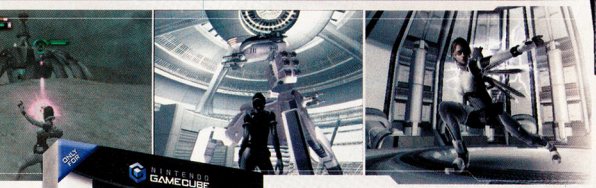
P.N.03

DANGER AROUND EVERY CURVE.

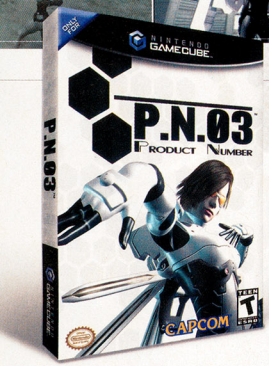
EXHILARATE YOUR SENSES in this all-new, all-out fast action frenzy created exclusively for the Nintendo GameCube™. A Computer Arms Management System has gone haywire on a distant planet. The hopes of an entire civilization rest with Vanessa Schneider, a mercenary robot killer with a personal grudge to settle. With moves that amaze and an attitude to match, only she can demolish the mechanical menace.

YOU'VE NEVER SEEN ACTION LIKE THIS.

demolish robots, machines, mega weapons and transforming enemies with your bare hands



master stylish moves and powerful attacks for enhanced choreographed gameplay



NINTENDO GAMECUBE™

CAPCOM
capcom.com

BRADYGAMES Strategy Guide AVAILABLE

TEEN T
CONTENT RATED BY ESRB
Suggestive Themes
Violence

© CAPCOM CO., LTD. 2003 © CAPCOM U.S.A., INC. 2003. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. P.N.03 is a trademark of CAPCOM CO., LTD 2003. The ratings icon is a registered trademark of the Interactive Digital Software Association. LICENSED BY NINTENDO. Nintendo, Nintendo GameCube and the Official Seal are trademarks of Nintendo. © 2001 Nintendo.

GET READY TO MASTER NEW MOVES, NEW CHARACTERS AND NEW WEAPONS. WELCOME TO THE FIGHTING GAME OF THE YEAR.

SOULCALIBUR II

The Legend of Zelda: ©1986-2003 Nintendo. The Character named "Necrid" is created and designed by NAMCO as the derivative work of the illustration drawn by Todd McFarlane Porductions, Inc. The Character: ©2003 by Namco Limited. All rights reserved. Illustration: ©2003 by Todd McFarlane Productions, Inc. All rights reserved. ©1995, 1998, 2002 2003 NAMCO LTD., ALL RIGHTS RESERVED.

TEEN
T
CONTENT RATED BY ESRB

Violence
Suggestive Themes

The Soul Still Burns

Namco's Soul Calibur II for GCN gets under your skin two ways: The variety of combat styles means the matchup possibilities are endless, and the addition of a narrative makes the game more than just a sequence of throwdowns. Whether you want to smash your opponents or sneak your way to victory, this is the game for you.

Basic Tactics

Button mashers beware. This is a game of split-second decisions. Shrug off a throw, come back with a horizontal slash and finish with your signature move. It's time to learn the subtleties of your favorite character and climb to the top of the rankings.

LET'S WORK ON THAT

Trying to perfect Link's distance attacks, but your opponents won't give you enough breathing room? Get down in practice mode, a consequence-free environment that diagrams attacks, lets you try them out and calculates the resulting damage.

THE DIRECT APPROACH

The beauty of the game is its variety—with eight categories of attacks, you can surprise your opponents even if you're standing right in front of them. From Link's rolling assaults to Mitsurugi's delayed stab, the days of pressing random buttons are over. Let's dance.

GUESS WHO?

If a straightforward attack isn't going to do the job, spin, jump or sidestep your way to an unexpected angle—most enemies will be caught off guard for a moment. Some attacks incorporate a defensive sidestep—Link's Spinning Leap Strike delivers a sword to the back while moving him nicely out of the way.

UP, UP AND AWAY

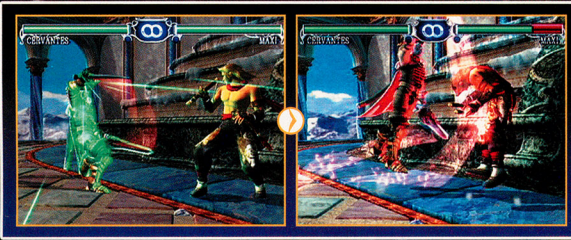
Lighter, faster characters can leap tall enemies in a single bound, and sometimes staying off your feet keeps your opponents on their toes. But knocking opponents off *their* feet with a vertical attack is even better—juggling your enemy with a quick weapon, like Raphael's saber, will keep the crowd entertained.

ON THE GROUND

Sometimes it's okay to take things lying down, especially when it means luring your enemy within range of a spinning attack. And if there are just a few too many sharp objects flying about, roll out of the way before standing up. Many characters launch special attacks from the ground—Kilik's Rising Flare is particularly devastating.

IN YOUR GRILL

If your opponents won't let off the guard button, make them pay. The way you toss your enemies depends on how you approach them. Grab, throw and watch the fireworks begin. Even a heavy hitter like Necrid has quick hands that make him especially dangerous inside.



SOUL CHARGE

By powering up with a Soul Charge, you can increase both the speed and damage of your attacks, and make certain weapons (like Cervantes's Acheron) even more effective. Combine a Soul Charge with your character's power move (while your enemy is reeling after a throw, for instance)—you'll have them seeing stars.

Be Who You Want To Be

Whether you prefer to be quick or strong, human or monstrous, Soul Calibur II's 23 characters let you fight in style. Below are the first 15 available to you, grouped by type. The names of the characters we've singled out appear in yellow.

Close-Range Fighters

If you're the kind of fighter who likes to dash in and wreak havoc while your larger, dumber opponent winds up for a big swing, these characters are for you. They're petite, fast and full of surprises. Good things really do come in small packages.

- LINK
- CASSANDRA
- TALIM
- YUNSUNG

ATTRIBUTES

Link does it all. He's fast and deadly in close combat, and yet his bow, boomerang and bomb make him dangerous from a distance. Try pestering your foes with projectiles and finish them with your Bat Swing. Talim has several quick strikes, but she hits hard, too. Her moving combos put opponents on the ground, where her Ice Wind attack can finish them.

Long-Range Fighters

Sometimes its best to keep your distance. And if you can strike from way back, why not? Elegant, versatile and unapproachable, these characters hold their own by keeping enemies at weapon's length.

- KILIK
- XIANGHUA
- IVY
- RAPHAEL

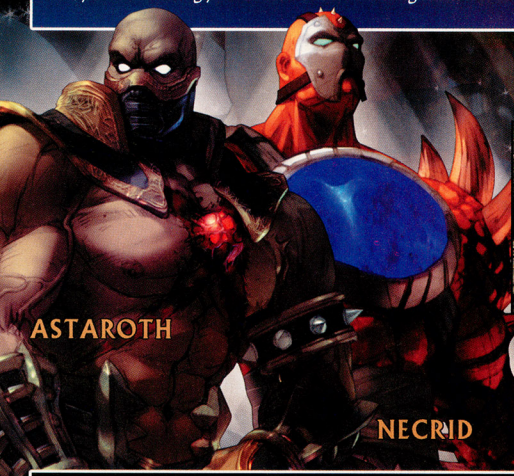
ATTRIBUTES

Kilik's staff is a menace, capable of launching a barrage of quick distance attacks. Experiment with his whirling moves or his Phoenix Rage Thrust, which has great range. Ivy's pyrotechnic sword elongates into a bladed whip. It's a fearsome object; try the Eye of Madness attack, in which she lays the pesky thing along the ground. Trespassers beware.

HEAVY HITTERS

Go big or go home. With three gi-normous characters to choose from, SCII isn't short on muscle. While your friends try to perfect this or that subtlety of their teeny-tiny characters, you'll be flexing your muscles and knocking them out of the box.

- ASTAROTH
- NIGHTMARE
- NECRID



ATTRIBUTES

Astaroth hits like an old Ford. And his axe sure comes in handy for smacking enemies from way, way outside. The catch: He's slow. Think of him as a distance fighter. If your opponent gets too close, however, Astaroth's throws are devastating. Necrid combines size and muscle with a weapon that morphs into a variety of fast and slow weapons. Nasty.

FAST AND FURIOUS

What these four characters lack in strength, they make up for in speed: They win with an overwhelming sequence of attacks. Sure, you can't always throw your enemies across the room, but you can get in their faces.

- MAXI
- TAKI
- VOLDO
- MITSURUGI

ATTRIBUTES

Maxi's moves are designed to follow one another in quick succession. Try a combination of fast, low attacks followed by a devastating kick or uppercut. Voldo's movement is extremely unpredictable—for your enemies. Once you master the ways he slinks and stalks around the arena, you'll be sneaking up on opponents in broad daylight.

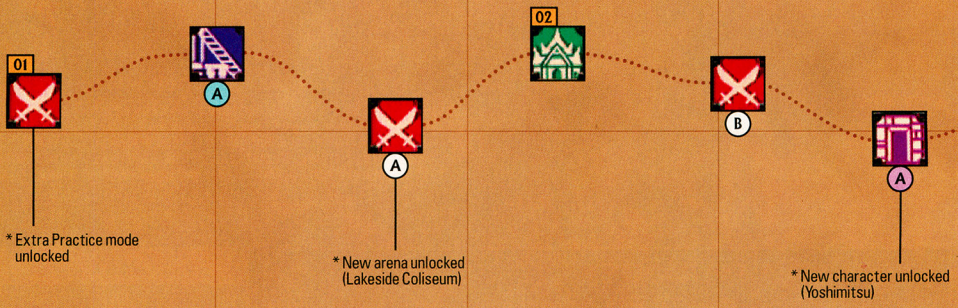
CHARACTERS TO UNLOCK

In Weapon Master mode, you can unlock weapons, costumes and, best of all, characters. Our favorites are Cervantes, a two-bladed buccaneer with range and power, and Yoshimitsu, a grinning ghost with unpredictable attacks and the power to regenerate his health. After you've sweated it out fighting against the weapon masters, you get to be them and make others sweat.

WEAPON MASTER MODE

Soul Calibur II does its predecessor one better with a narrative mode that lets you change characters and weapons midgame. Unlock features and buy new weapons and costumes as you fight through the story. But sheer force won't get you through—you'll have to choose your characters well to survive each test.

WORLD MAP



MAP KEY

The map above shows what you'll encounter and what you can unlock the first time through Weapon Master mode. The chart below lists the mode's battle types, and the variety of rules and tactics involved. You'll have to make strategic character and weapon choices. And you thought you were just going to be hitting people.

SINGLE MATCHES
ONE-ON-ONE

- A: Normal rules apply.
- B: Wind constantly blows you to the edge of the arena.
- C: You'll suffer damage if you hit the ground or a wall.
- D: Battle against yourself. Normal rules apply.
- E: The enemy has the ability to Guard Break.
- F: Only Guard Impact can defeat your enemy.
- G: No defense is available to either opponent.
- H: Pin the enemy to a wall and use wall attacks to win.
- I: Use updraft and air attacks to defeat your enemy.
- J: Enemy constantly regains health during battle.
- K: Your health decreases but you gain hitting power.
- L: The enemy is invisible to you except for its weapon.
- M: Only one part of the enemy is visible and damageable.
- N: Use the arena's exploding ground to your advantage.
- O: Over time your health will slowly diminish.

TIMED MATCH
LIMITED TIME ON CLOCK

You have 20 seconds to hit your enemy 20 times. Go!

DUNGEON FIGHT
LABYRINTH OF BATTLES

- A: Normal rules apply.
- B: Random rules apply.

LADDER MATCHES
ONE VS. TWO OR MORE

- A: Fight while regaining limited health.
- B: Fight against foes with poisoned weapons.
- C: Health is low and heals slightly between fights.
- D: Fight a quick battle with limited health regained.
- E: Place bets and earn gold without regaining health.
- F: Enemy weapons can penatrate your defenses.
- G: Wind blows you into the enemy; attacks earn gold.

RING OUT
KISS THEM GOODBYE

You must knock your foe out of the ring to win.

TEAM BATTLE
THREE VS. THREE

Battle with three characters versus three others.

HOT POTATO
GET RID OF THE BOMB

Toss a bomb back and forth. The last one with it loses.

INFERNO MATCH
BATTLE THE FINAL BOSS

- A: Inferno will not change characters.
- B: Inferno will change characters three times.

! This list doesn't include the types of matches that may occur your second time through the mode.

CHAPTER 5

* New weapon unlocked (Xianghua's Soul Calibur — Evil)

D

* Extra Time Attack mode unlocked

CHAPTER 3

C

03

* New character unlocked (Charade)

A

A

* New character unlocked (Cervantes)

SUBCHAPTER 1

* New weapon unlocked (Talim's Side Harpe)

* New weapon unlocked (Raphael's Reiterpailasch)

* Extra Team Battle mode unlocked

04

B

CHAPTER 4

D

* New Weaopon unlocked (Raphael's Schweizer)

A

* New arena unlocked (Money Pit / Top Tier)

C

B

* New character unlocked (Sophitia)

* New weaopon unlocked (Cervantes's Acheron)

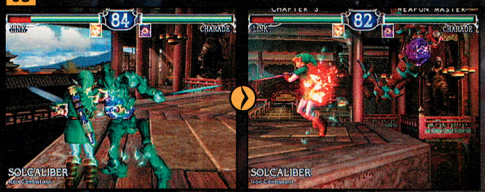
* New weapon unlocked (Talim's Double Crescent Blade)

TO PG. 46

01 TRAINING MATCH

The training match not only lets you try out your fancy spin attack, it also lets you earn money and experience points. If you stick around long enough, you'll unlock a new feature and save up for a couple of nifty new weapons in the process.

03 RING THEM OUT



In these matches, it takes far too long to wear down your opponents, so knock them out of the ring. Link is full of wild swings that send foes flying—put the arena's edge on your opponent's right side, then perform a High Launcher attack. You'll have a nice view of your foe's departure.

02 QUANTITY OVER QUALITY

You have to hit your opponent 20 times before the clock runs out, so choose a quick character with multiple-hit combos. Xianghua's Dark Chaos circles the enemy with blows. Maxi's Branding Nunchaku makes lots of contact, and his Fury hits nine (yes, nine) times.

04 UNDERWORLD

Explore several dungeons along your way, and pick a character for the long haul—once you've entered the dungeon, you can't change characters, although you can switch weapons. Conquer every room to unlock features and earn cash and experience points, or find the fastest way out.

CHAPTER 9

09 — G

10 — M

L

CHAPTER 6

A

05 — E

F

* New character unlocked (Seung Mina) — E

* Extra Survival mode unlocked — J

B

* New weapon unlocked (Seung Mina's Halberd)

* New arena unlocked (Labyrinth)

CHAPTER 7

A — * New weapon unlocked (Nightmare's Soul Edge)

06 — G — * New arena unlocked (Hwangseo Palace)

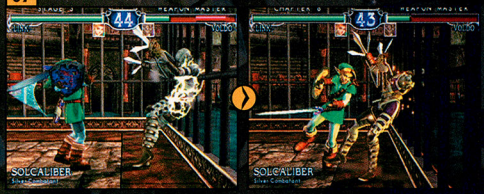
C

FROM PG. 45

05 RUN IT BACK

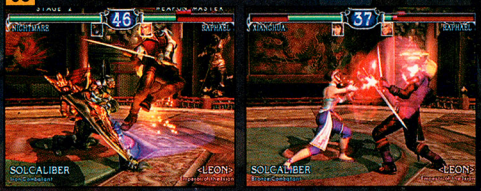
If you win this match, you'll have the option of another for more gold. So choose a speedy character who can knock your opponent out of the ring with quick sweeping uppercuts (e.g., Mitsurugi, Link or Maxi), or do away with subtlety and pick a heavy hitter like Astaroth or Necrid.

07 KISS THE SCENERY



Your opponents won't sustain much damage unless you introduce them to the architecture. Smacking them against a wall is easy with Link's Bat Swing or Kilik's Phoenix Rage Thrust. It's important in these matches to move sideways so you can line up attacks properly.

06 DEFENSELESS



There's no blocking in this match, so it's important to pick a fighter who won't get hit. Nightmare fits the bill because he hits first and hits hard. Xianghua and Talim are faster than most opponents and can win by making swift attacks, then retreating.

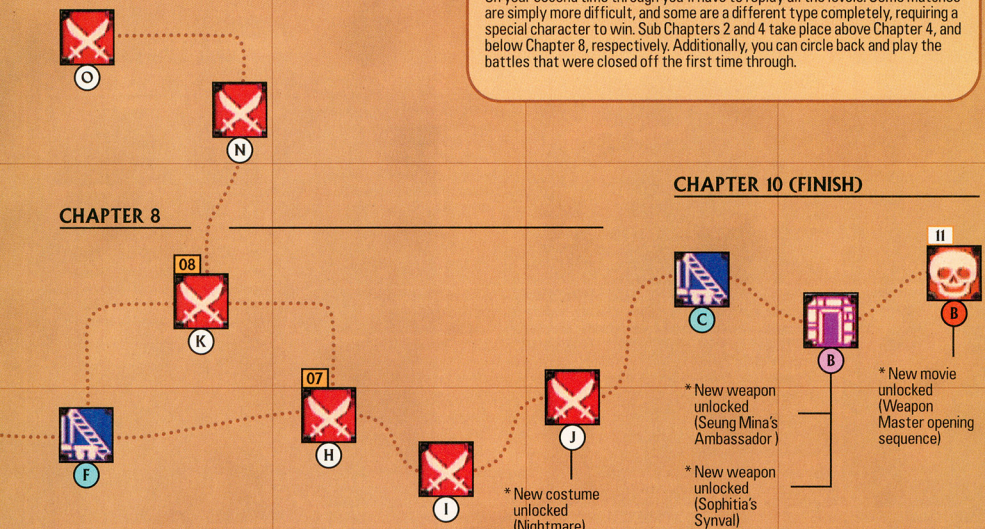
08 BACK UP OFF ME

In certain matches, you have an increased ability to do damage by knocking opponents backward, so choose a character with strong impact attacks. Necrid boasts several, and Voldo's got a wicked Demon Elbow—it's fast and takes opponents off their feet.

SUBCHAPTER 3

THE SECOND TIME AROUND

On your second time through you'll have to replay all the levels. Some matches are simply more difficult, and some are a different type completely, requiring a special character to win. Sub Chapters 2 and 4 take place above Chapter 4, and below Chapter 8, respectively. Additionally, you can circle back and play the battles that were closed off the first time through.



09 IN IT FOR THE MONEY

Earn a cash bonus for each hit you score on your opponent, and survive a ladder of enemies. If you lose to one of them you'll have to start all over. Yunsung and Maxi, with their close-quarters combo attacks, are particularly well-suited to this match.

10 HALFWAY THERE

When only the enemy's legs are present, your high attacks will miss. You'll need someone who is fast and has low, sweeping moves. Try unlockable character Yoshimitsu; his Firmiana Branch attack puts your foes in the air, where you can smack them around a bit.

11 INFERNO NR

The big man has arrived. Inferno's big and fast and everything else you'd expect from a boss, and he changes form throughout the match. Making a strategic character choice for the fight isn't as important as picking the character you play best and fighting your heart out.

Link's long- and close-range attacks are extremely useful against Inferno. Once Inferno's health drops by a third, he'll transform into another character, so be ready to improvise.

SHOP NOW OPEN

There's nothing like a little shopping to lift your spirits after a long day of fighting bad guys. Whether you're looking for a harder-hitting weapon or you just want some new duds, the shopping option keeps the game fresh.

WEAPONS AND SUITS

Once you've mastered your favorite character's original weapon, you'll come to appreciate assembling an arsenal, not to mention a couple of new outfits. Some weapons regenerate health, and others drain health while doing extra damage to your opponents. Decisions, decisions.

OTHER ITEMS

There's more to life than clothes and weapons. Save up your money for new exhibition sequences, and for a weapons gallery when you've bought too many to remember.

LINK'S WEAPONS

Each character can use 11 weapons. The following are a few of Link's most effective armaments. See which ones fit your fighting style.

RAZOR SWORD
Good offense offset by a short reach and a penetrable guard

ARMOS SERIES
Offense increases with Soul Charge but lacks in defense

MEGATON HAMMER
Good offense and strong single strikes, but has a short reach

CANE OF BYRNA
Recovers health and increases defense with Soul Charge

MIRROR SHIELD
Reflects attacks but may cause Link to lose his balance

MAGIC SWORD
Good at penetrating defenses but is weak against Impact

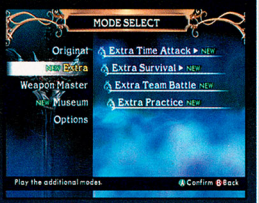
UNLOCKABLE GOODIES

Good players win. Great players win and unlock new features. Weapon Master mode allows you to unlock not just weapons and outfits, but an Exhibition Theater and new game modes.

EXHIBITION THEATER

Once you've unlocked Exhibition Theater mode, you get to sit back with some popcorn and watch your characters do their thing. Choose a scenario and watch proudly as Link shows off the moves Zelda never saw.

GAME PLAY MODES



If you've beaten all your friends and all your friends' friends, it's time for new modes. Most are unlocked in Weapon Master mode, but not all. Try the Time Attack modes—Standard and Alternative, in which you fight the male and female characters, respectively.

NO END IN SIGHT

Soul Calibur II combines the elegance of a narrative epic with the all-out action of a great fighting game. With so many characters, weapons and features to unlock, SC II will keep you busy for a long, long time. Once you've fought your way through Weapon Master mode, you'll be ready to throw down with anyone in the neighborhood. Get ready to rumble.

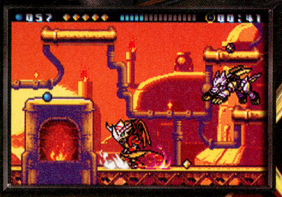
DIGIMON
DIGITAL MONSTERS®

BATTLE SPIRIT 2

Unlock the exclusive mini-game!

LINKABLE! - Head to head action for 2 players*

Collect Spirit Balls and Digivolve to Beast Form!



NEW FEATURE! Collect Ancient Spirits to Digivolve to Ancient Form!

CAN YOU DEFEAT KERPYMON ONCE AND FOR ALL?

* 2 Player mode requires each player to use a separate Game Pak.

EVERYONE
E
CONTENT RATED BY ESRB
Cartoon Violence

www.bandaigames.com

GAME BOY ADVANCE

BANDAI®

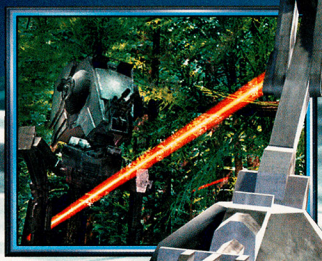
© Akiyoshi Hongo • Toei Animation TM & © 1997-2003 Bandai. Program © 2003 Bandai. DIGIMON, DIGITAL MONSTERS, BATTLESPIRIT and the related logos, names, and distinctive likeness thereof are the property of Bandai/Toei Animation. DIGIMON and DIGITAL MONSTERS are registered trademarks of Bandai. Used under license by Bandai America Incorporated. All Rights Reserved. Licensed by Nintendo. Nintendo, Game Boy, Game Boy Advance and the official seal are trademarks of Nintendo. © 2001 Nintendo.

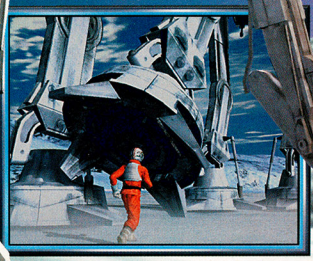
STAR WARS REBEL STRIKE ROGUE SQUADRON III

LucasArts and developer Factor 5 *Strike* again with a supercharged Rogue Squadron threequel!

"We're not doing the prequels. We're not doing the expanded universe," says LucasArts Production Manager Brett Tosti, a Nintendo GameCube Controller in his hands and the image of Luke Skywalker on the screen before him. "*Star Wars* Rogue Squadron III: Rebel Strike is classic *Star Wars* with classic characters and classic enemies." A veteran of more than a dozen *Star Wars* titles over the last decade, Tosti calls taking on the role of Luke, Wedge Antilles, Han Solo and Princess Leia "fantasy fulfillment." "We were able to play off on that in the past, but now it's more comprehensive. We're visiting all of the key locations and we're allowing the character to get out of his X-wing and run around. In Rogue Leader, we stopped the Luke campaign once he crashed his snowspeeder on Hoth." As Tosti manipulates the Controller, Luke runs over Hoth's snow-covered ground and disables a giant AT-AT. "Now, we're picking up right at that moment."

Rebel Strike, due out exclusively for the GCN in October, not only takes the advancements of Rogue Leader one step farther—it repurposes the Rogue Leader campaign as a two-player cooperative adventure that supplements two new single-player campaigns that cover the stories in and around *A New Hope, The Empire Strikes Back* and *Return of the Jedi.* It's not the prequels. It's not the expanded universe. It's the *Star Wars* that fans know and love.





Rebels on the Run

The campaigns begin with the end of the Death Star. "Of course the Imperials are not completely destroyed, so Vader wants to retaliate," says Factor 5's director Julian Eggebrecht. After a battle against Imperial attackers over the Rebel base on Yavin 4, and a fight on foot inside the base, the story splits into two campaigns: One follows Luke's adventures, the other focuses on Wedge Antilles. "The Wedge campaign is classic flight—what you would associate with Rogue Squadron," explains Eggebrecht. "The Luke campaign has more [of a] character mode." The campaigns come together for missions on Endor that mirror *Return of the Jedi*'s conclusion.

Branching missions revisit other memorable movie moments, such as Luke's Jedi training on Dagobah. "We wanted to create some levels that had nothing to do with our main story," Tosti explains. "So, we have a full series of bonus missions. They give the game a lot of replayability."

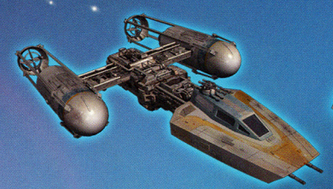
Jedi master Yoda had not played Rebel Strike when he said "Adventure! Excitement! A Jedi craves not these things."

Yavin 4 is the site of the first battle. The second part of the mission takes place inside the pyramid-shaped base building.

"The Force is strong with this one!" Many of Luke's missions pit him against large groups of stormtroopers on foot.

Beasts, Wings and Speeders

"The lesson that we learned from *Star Wars* Shadows of the Empire was that the pacing was too slow [in ground missions]," confesses Tosti. In Rebel Strike, the pacing for missions on foot or in ground vehicles is as fast and tight as that of the missions in which you can pilot the gamut of *Star Wars* space vehicles. The characters run fast over open terrain, and they move even faster while riding tauntauns on Hoth or speeder bikes through the forests of Endor. Even the hijacked chicken-walking AT-STs move at a good clip. The action is consistently frenetic and fun from the start.



Return to Rogue Leader

You won't have to save the Rebellion on your own in Rebel Strike. The game reprises Rogue Leader's main campaign and bonus missions as a split-screen cooperative two-player mode. "Overall, if you're working together, the missions might be a little easier than they were in Rogue Leader, since they were a little tough before," explains Tosti. "But if you're not working with the other person at all, the missions should be nearly impossible."

"I'm not such a bad pilot myself!" Cooperative Rogue Leader missions challenge players to team up for the Rebellion.

In multi-objective missions, such as Razor Rendezvous, players can divide and conquer. While one player attacks the Star Destroyer in a B-wing, the other player can protect the frigate *Redemption* in an X-wing.

Two-Player Takedown

In addition to a full two-player cooperative campaign, Rebel Strike offers a galaxy of competitive scenarios. You can challenge a fellow pilot to a dogfight over Geonosis, a destruction rampage in AT-STs on Endor or even a race through the Death Star's trench. Mission areas from both the Rogue Squadron and Rebel Strike campaigns serve as backdrops for competitive scenarios.

Some scenarios are open from the start. Others open as rewards for good play. If one player is more accomplished than the other, you can level the playing field by giving the less skilled player a stronger vehicle that is equipped with better weapons.

Racing scenarios in obstacle-ridden environments will satisfy your need for speed.

Dogfights pit one player against the other in out-and-out duels in space or over the ground.

Play the Movies

Factor 5's development team rewrote Rogue Leader's graphic-display engine for more efficiency to accommodate two-player split-screen missions. That resulted in the ability to show environments with much more detail in the single-player campaigns, as well. The team also developed a collection of new lighting effects that give the scenes an unprecedented sense of realism.

Tosti says that the improved look of the game has made it easier to incorporate footage from the original film trilogy in the cinematic sequences. "The graphics are at such a high quality level that the jump from movie footage to game footage isn't at all jarring." Scenes from the movies show between key game sequences—all digitally transfered from the masters—"There hasn't yet been a DVD version of that movie footage," continues Tosti. "These may be the best-quality versions of those clips available."

The glistening water and dynamic shadows on Yavin 4 show off the game's advanced lighting effects.

The game's version of the Endor forest is practically photorealistic, thanks to an improved graphics-display engine.

Scenes from the original three films play between some game sequences.

Starstruck

Star Wars Rogue Squadron II: Rogue Leader was a benchmark title for the Nintendo GameCube's launch. *Star Wars* Rogue Squadron III: Rebel Strike sends the franchise into hyperspace with two movie-inspired campaigns, character-based game play and more two-player cooperative and competitive scenarios than there are stars in the sky. Ready your blaster. The battle will soon begin.

STAR WARS EPISODE IV:

A NEW HOPE

"Aren't you a little short for a stormtrooper?" Although the main campaign's story begins after the events of the original *Star Wars* film, the bonus missions include one of the film's key sequences: the rescue of Princess Leia on the Death Star. The mission is packed with footage from the movie.

STAR WARS EPISODE V:

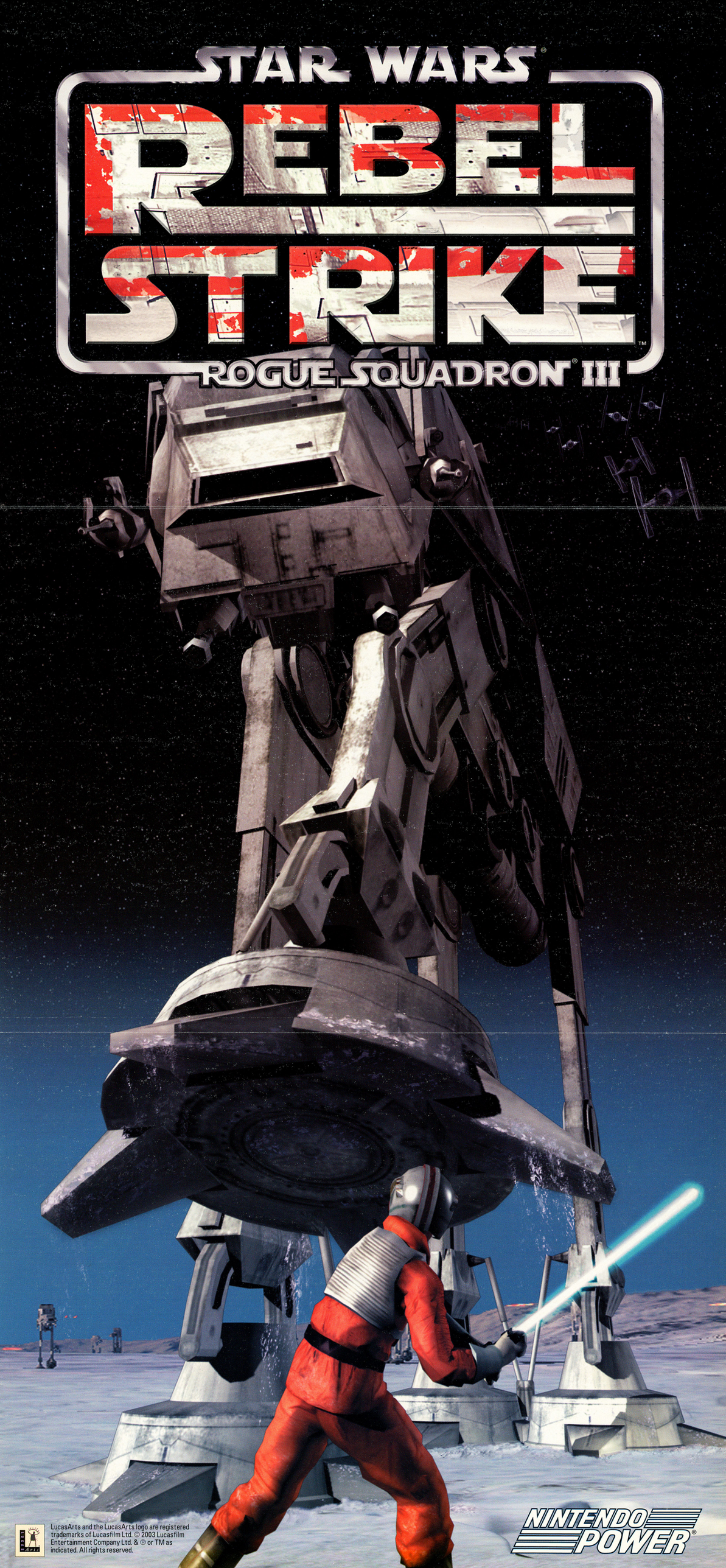
THE EMPIRE STRIKES BACK

The battle on Hoth that opens *The Empire Strikes Back* is a big part of Luke's campaign. He rides a tauntaun, disables AT-ATs and protects the base from a cloud of TIE fighters in his X-wing. Luke's training on Dagobah and an adventure on Bespin also fit into the bonus missions.

STAR WARS EPISODE VI:

RETURN OF THE JEDI

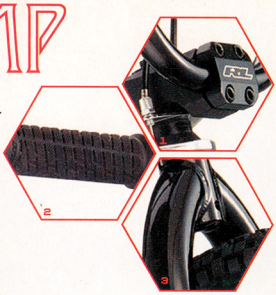
Luke's and Wedge's Rebel Strike campaigns come together for a speeder bike chase on Endor straight from *Return of the Jedi*, and an AT-ST showdown in which Chewbacca gets assistance from the forest-dwelling Ewoks.


STAR WARS
REBEL STRIKE
ROGUE SQUADRON III
LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. © 2003 Lucasfilm Entertainment Company Ltd. & ® or TM as indicated. All rights reserved.
NINTENDO POWER

ROMP

KEY FEATURES:

» 1 Alloy Proline Stem.
» 2 RL Freaky G Grips.
» 3 RL Monster Fork.



Turndown Backflip
courtesy of Adam Strieby.
PHOTO: MOMENTUMFOTO.COM

REDLINE

REDLINEBICYCLES.COM

Official Team CoSponsors

PROMAX TIOGA KOOL STOP ALEXRIMS On Guard INLINE WTB PRIME NINTENDO POWER

IF IT WERE ANY FASTER, YOU'D MISS IT WHEN YOU BLINKED

TEEN T
CONTENT RATED BY ESRB
Mild Violence
Comic Mishchief
Suggestive Themes

F-ZERO GX

THE RETURN OF A CHAMPION

©2003 Nintendo.
©AMUSEMENT VISION/ SEGA, 2003.

Nintendo and Sega join forces to release the giga-watt-charged, gravity-defying F-Zero GX on the GCN. With 30 unique pilots clawing for the coveted F-Zero Grand Prix championship, you'll need ultra-quick reflexes and a sizzling machine to emerge victorious.

GRAND PRIX

Race against 29 tenacious F-Zero pilots in four hectic Grand Prix cups, each featuring five unique courses.

VS. BATTLE

Challenge up to three of your friends to join you in a free-for-all race on any of the Grand Prix courses.

TIME ATTACK

Compete against a ghost machine and beat the best speed, lap time and total time records for any course.

PRACTICE

Practice any Grand Prix course with unlimited laps and up to 29 foes of any skill level—a perfect way to master a troublesome track.

STORY

Become famous pilot and bounty hunter Captain Falcon and unravel a story over nine challenging missions.

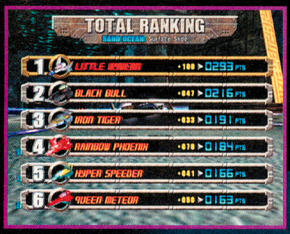
CUSTOMIZE

New to the F-Zero series is the Customize menu, where you can visit your Garage, peruse the F-Zero shop or use the Emblem Editor to create or edit unique emblems to slap on your machine. Spend your hard-earned tickets at the F-Zero Shop to unlock pilot-exclusive machines, items, Story mode chapters and custom machine parts. Use the machine parts you've purchased to build your own F-Zero craft, then paint and decorate your stylin' new machine. You'll unlock better machine parts for purchase by completing Grand Prix-mode circuits, so check in with the F-Zero Shop often!

RACE TO GRAND PRIX GLORY

Select the cup you want to compete for and the difficulty level of your opponents, then prepare to race 29 determined contestants over five tracks—winner gets the bragging rights.

EVERY POINT COUNTS



At the end of a race, the contestants receive points based on their finishing positions. First place is awarded 100 points, and each place thereafter is awarded a decreasing number of points. All of the points are added up from each race to determine the overall leader and the winner of the cup.

SNUFF OUT YOUR RIVALS

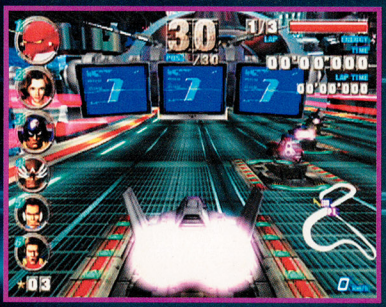
In Grand Prix mode, the opposing racer you should be most concerned about will be marked on-screen as your rival. To maintain your overall standing in the Grand Prix, you must be prepared to do anything and everything to stay ahead of your rival, even playing low-down and dirty.

RUBY CUP

DASH PLATE JUMP PLATE

MUTE CITY
TWIST ROAD

CHARGE UP YOUR ENGINES



Ignite your engines and rev them up by pressing and holding the A Button as the timer counts down to blastoff. That way, you'll be ready to fire off the starting line like a bullet as soon as the race begins.

BOOST EARLY, BOOST OFTEN

The first track is short and has plenty of Pit Areas, so as soon as you're on your second lap, boost often to blow by the pack and into the lead. Boosting will decrease your energy, so be sure to glide over the Pit Area after the first straightaway to replenish your reserves.

VEHICULAR KUNG FU

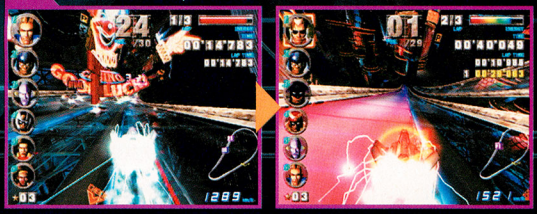
Get in touch with your devious side and take out the competition with spin and side attacks to muscle your way to the front of the pack. Press the Z Button or X Button while tilting the Control Stick in the direction of your enemies to give them a nasty surprise.

CASINO PALACE
SPLIT OVAL

DASH-PLATE BUFFET

Feast on the abundance of Dash Plates and hit as many as you can, but don't veer wildly just to hit one, or you'll wind up sideways or rubbing the track wall.

1 KEEP RIGHT, THEN GO LEFT

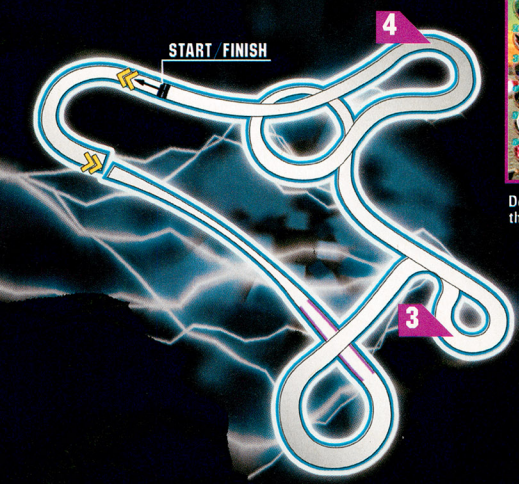


When the track branches after the first corner, stick to the right on your first lap to enjoy a nice series of Dash Plates. The second and third times around, take the left route to hit the Pit Area and juice up your energy reserves.

2 SUPERSONIC STRAIGHTAWAY

Stomp on the gas pedal and lay on the boost as you cruise around the final turn to take advantage of the straight stretch of track. If you have plenty of energy, use several boosts in a row to fire up to blazing-hot speeds.

SAND OCEAN
SURFACE SLIDE



3 TORTUOUS S-TURNS

Depending on your choice of machine, you should either drift-turn or spin-turn through the vicious S-turn near the halfway point of the course.

4 BOOST TO THE FINISH LINE

Once you've managed to pass the squirrelly set of turns near the end of the track, press the Y Button repeatedly until you've crossed the finish line. Build up some serious speed and blow past any racers in front of you, just in time to snatch victory from your bewildered opponents!

LIGHTNING
LOOP CROSS

5 DASH PLATE CRISSCROSS

The Pit Area for the Loop Cross course is split into two sections. For the first lap, stick to the left when the track divides to hit the Dash Plate, then switch over to the right when the track merges temporarily to hit another Dash Plate. For laps two and three, go right then left to hit both Pit Areas.

FINE-TUNED FOR SPEED

Consider tuning your machine for max speed before the race to take full advantage of some of the longest and fastest straightaways on any course. Because your machine will be tuned exclusively for speed, be sure not to rub the wall on the corners, or your slow acceleration will cost you.

KEEP IT ON THE STRAIGHT AND NARROW

It's crucial to maintain a straight line on the long stretches to keep your speed up. Don't turn or weave unnecessarily—it'll only slow you down. Every km/h counts!

AEROPOLIS
MULTIPLEX

6 CHEATERS ALWAYS PROSPER

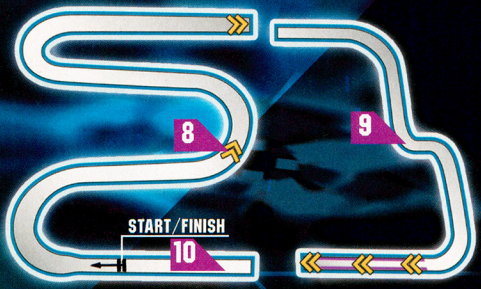
Boost before connecting with the Jump Plate; you should build enough velocity to propel yourself across the gap and take a sizeable shortcut. Don't get too greedy, though—if you jump too far and miss the track, you'll be out of the race.

7 AVOID THE ROUGHAGE

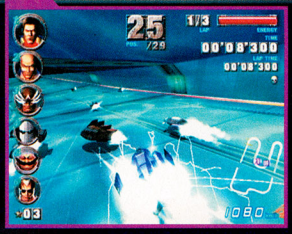
Drive directly between the rough patches to maintain your speed, then follow the road carefully when it splits around a rough patch in the middle. Be sure to hit the Dash Plates for a boost. If you get into the rough, quickly turn back onto the track.

SAPPHIRE CUP

BIG BLUE
DRIFT HIGHWAY



8 DASH THROUGH TURN TWO



Dash Plates are few and far between on the Drift Highway course—it's critical that you get a boost from the plate on the second turn. It's a fast course with wild corners—you may need to hold the L or R Button while turning to avoid slamming into the walls.

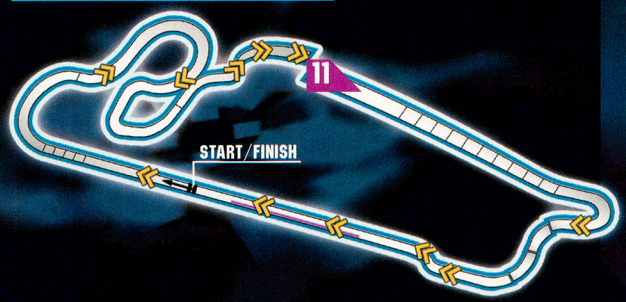
9 BEWARE OF QUICK TURNS

You'll need lightning-fast reflexes to pass the S-turn at point 9 without eating the track wall. Keep to the inside on the left turn, then press the R Button to slide around the right corner. It's a tight one, but you can sneak by without hitting the underwater wall.

10 DON'T GET CLOTHESLINED

Don't allow one of several crossbeams below to snag you. Try to time your drop so you either land before the first cross beam or glide long and connect with the ground before the second cross beam. The faster you connect with the ground, the better.

PORT TOWN
AERO DIVE



UPHILL DASH

Hill-climbing can take a bite out of your momentum, so hit the Dash Plates that are sprinkled on the hills to surge ahead.

11 AERO DIVE FREE FALL

There's nothing like soaring on big air, but too much hang time can cost you the lead. After you launch over the edge, point your racer downward to gain speed and connect with the track, but be sure to pull back on the Control Stick the instant before impact to avoid slamming into the track and losing all of your momentum.

MIND YOUR STEP

Once you've landed from the big drop, streak to the set of steps ahead and stay in the middle of the track while you bounce down. If you drift to the side you'll run the risk of flying off the road and plummeting to the planetary surface below.

GREEN PLANT
MOBIUS RING

CAUTION: UNEVEN ROAD AHEAD

The turns may not look like much, but the track has a ridge in the center that makes it quite uneven. Sticking to the inside ridge during the turns is the shortest and fastest way to get around corners, but it's also the toughest, so take care not to rub against the walls or fly off the track.

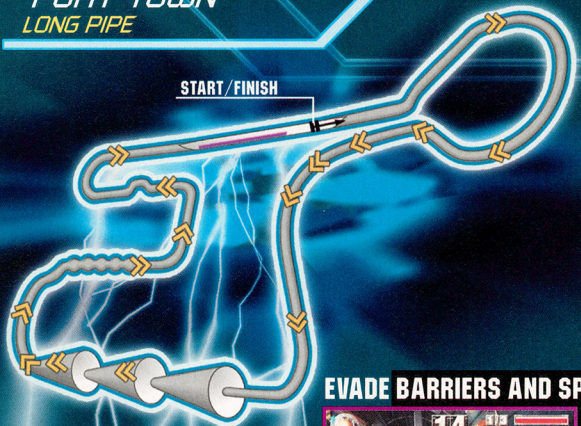
12 GIVE 'EM SOME LAND-MINE LOVIN'

If you're feeling especially cruel, try bashing your opponents into the minefield and cackle fiendishly as they crash and burn. Be careful not to get yourself blown up in the process, or they'll be the ones laughing at you.

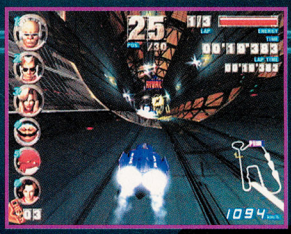
13 CHANNEL SURFING

The Pit Area rests in a sunken channel that can be hard to stay in while traveling at bullet like velocity, so plan ahead and place yourself in the middle of the track on the turn before the Pit Area. That way, you'll be in position to glide in a straight line over the Pit Area and reap a bounty of much-needed boost energy.

PORT TOWN
LONG PIPE

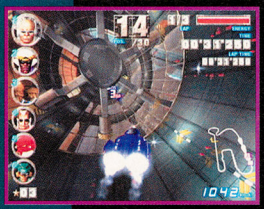


GUN-BARREL BALLISTICS



Boost through the long stretches of tube to build up to an unbelievable speed, but watch your energy gauge—the Pit Area is short for such a long track.

EVADE BARRIERS AND SPINNING FAN BLADES



Avoid the obstacles as you thunder down the tube and smirk while your opponents plow into barriers. Anticipate the motion of the spinning fan blades, then swerve to avoid them.

MUTE CITY
SERIAL GAPS

14 MUTE CITY MINEFIELD

Beware of the mine-field located just before the end of the tunnel. Land mines cause a considerable amount of damage—stick to the middle of the track to avoid getting rocked by high explosives.

TAKE THE HIGH ROAD

It's crucial that you hit the Dash Plate before the massive drop-off to get the momentum necessary to glide to the upper path, which is a faster route than the rough road below.

CAPTAIN FALCON REVEALED

Assume the identity of Captain Falcon, the wildly popular F-Zero pilot and skilled bounty hunter, in an all-new Story mode that spans nine unique unlockable one-player missions.

STORY-MODE MISSIONS

One-player Story mode missions will have you racing rivals, evading boulders, battling gangs and even escaping a factory that's rigged to explode! Featuring stunning cinematics and challenging mission-based objectives, Story mode offers a completely different gaming experience.

BUY A CHAPTER AT A TIME

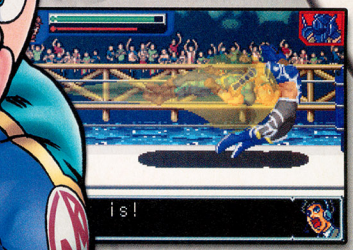
If you want to play through more of Captain Falcon's continuing saga, you'll have to pay for it chapter by chapter. Spend the tickets you earn by completing Grand Prix cups to unlock all nine Story-mode missions and join Captain Falcon on his quest to become champion of the F-Zero Grand Prix.

WE'LL MAKE YOU A MASTER PILOT

Mach speeds and brutal rivals make for ridiculously challenging races. But don't sweat it—for in-depth strategy and maps for each Grand Prix cup and Story mode mission, plus 41 detailed pilot biographies, pick up Nintendo Power's official guide to F-Zero GX.

ULTIMATE MUSCLE

THE KINNIKUMAN LEGACY™



Some wrestling games are Nice, Fun to Play games.

Others will SMACK that stupid grin right off your *pansy little FACE.*

"Just when you thought wrestling-styled games couldn't get any crazier, along comes Aki (WWF WrestleMania N64) with Ultimate Muscle, one of the fastest, most intense brawlers yet on Nintendo GameCube."
- IGN

WHICH ONE ARE YOU GOING TO PLAY?

TEEN T CONTENT RATED BY ESRB
Comic Mischief
Violence

NINTENDO GAMECUBE™ | GAME BOY ADVANCE | CATCH IT ON THE FOX™ | BANDAI®

Ultimate Muscle™ The Path of the Superhero © 2003 YUDETAMAGO/SHUEISHA, TOEI ANIMATION. Program © 2002 Banpresto © 2003 Bandai America Inc. Ultimate Muscle™ Legends vs New Generation © 2003 YUDETAMAGO/SHUEISHA, TOEI ANIMATION © 2002-2003 Bandai. ™, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association.

SPOTLIGHT ON

At its recent Camp EA event, the world's largest third-party publisher allowed us to spend some quality time with its upcoming Nintendo GameCube lineup. With more than a dozen titles set to hit store shelves in the next few months, the company is cooking up something for everyone. What's more, many of the games will feature connectivity with their GBA counterparts. Please note that all of the titles in this article are still under development and may look different in their finished forms.

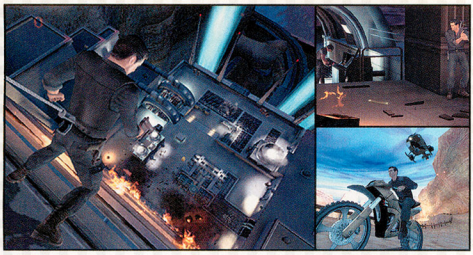
ELECTRONIC ARTS™

NFL STREET

EA Sports Big is about to do for football what it did for hoops: Take it to the streets. In this seven-on-seven game of pigskin, there are no penalties, or field goals, and every player (including the QB) must line up on both sides of the ball. Earn Showboat points by injecting some style into your plays, then unleash a Gamebreaker to plow through your opponents.

JAMES BOND 007: EVERYTHING OR NOTHING

Everything or Nothing's new third-person perspective allows for more game-play variety and a greater focus on stealth. The developers are also trying to create a more cinematic experience with the voices and likenesses of such stars as Pierce Brosnan, Willem Dafoe and Shannon Elizabeth.

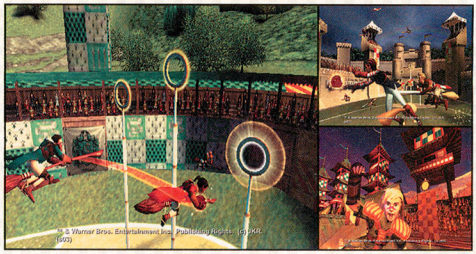


GBA CONNECTIVITY

With the GBA version of Everything or Nothing inserted, your handheld becomes a Q transceiver for the GCN game. You'll receive hints and high-resolution screenshots that will point you to hidden areas and items.

HARRY POTTER: QUIDDITCH WORLD CUP

Play as one of four Hogwarts houses as you battle for the Quidditch World Cup in eight countries. Each national team sports its own Quidditch gear and competes in a unique stadium environment. You can switch control of your characters on the fly and play head-to-head with a friend.



GBA CONNECTIVITY

Quidditch World Cup features one of the coolest connectivity ideas we've seen. While one player is controlling the Chasers, Beaters and Keeper on the GCN, another player can chase the Golden Snitch with the Seeker on the GBA.

FIFA SOCCER 2004

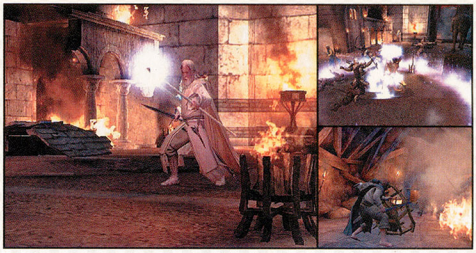
The biggest addition to this year's FIFA is the new off-the-ball control, which lets you to take command of players who are not in possession of the ball. It makes it much easier to coordinate a run and get your players in position to score before you pass to them. There's also an in-depth Career mode.

GBA CONNECTIVITY

You can transfer Prestige Points that you accumulate in the GBA game to your GCN career. Prestige Points increase your effectiveness as a manager and can lead to a job with a better team.

THE LORD OF THE RINGS: THE RETURN OF THE KING

Everything about The Return of the King is bigger and better than last year's The Two Towers. There are more playable characters (Gandalf, Sam and Frodo join Legolas, Gimli and Aragorn), the environments are more interactive and two players can battle Sauron's forces simultaneously.



GBA CONNECTIVITY

The points you earn in the GBA version of The Return of the King can be used to power up your characters in the GCN game. Wormtongue tells us that you may be able to unlock secret characters via connectivity as well.

NBA LIVE 2004

For this year's edition of NBA Live, the developers focused on improving the defensive game, particularly the battles in the paint. They're also upgrading the presentation—player models have been rebuilt from the ground up, and Marv Albert and Mike Fratello will do the honors on commentary.

FREEDOM FIGHTERS

Freedom Fighters is a squad-based action-shooter from the creators of Hitman 2. The story takes place in an alternate reality in which the Soviet Union won the Cold War and has invaded U.S. soil. As you complete objectives, you'll earn Charisma Points that will enable you to recruit more soldiers.

SSX 3

In SSX 3, you'll seamlessly board from one event to the next on a single larger-than-life mountain (it would take over 30 minutes to ride all the way down). Three peaks provide increasingly difficult challenges, but the weather can be as big an obstacle as the mountain itself.

MEDAL OF HONOR: RISING SUN

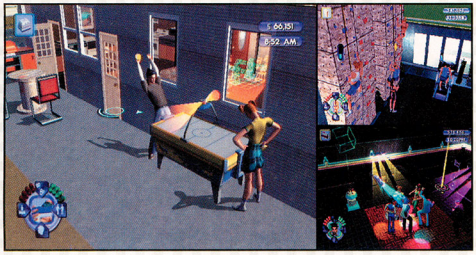
EA is taking its award-winning WWII-era FPS to the jungles of the Pacific Theater. The real-world environments are meticulously detailed and, when combined with the amazing audio, totally immerse you in the game. You and a friend can embark on the campaign in the new two-player co-op mode.

GBA CONNECTIVITY

With the upcoming Medal of Honor: Infiltrator Game Pak inserted, your Game Boy Advance becomes an interactive map that provides you with real-time hints and shows you the locations of enemies and items.

THE SIMS: BUSTIN' OUT

Bustin' Out allows your alter egos to get out of the house and explore other locations, where they can learn additional social interactions and discover new items. Our favorite find thus far is a fly-eating plant that doubles as a garbage disposal but develops a taste for Sims if you overfeed it.



GBA CONNECTIVITY

You can transfer your Sims from the GCN game to the GBA version of Bustin' Out to participate in auctions, earn some extra Simoleons and unlock a bevy of mini-games.

NEED FOR SPEED UNDERGROUND

Enter the world of urban street racing with one of 20 licensed cars, compete in a variety of unique events and earn cash to customize your ride with hundreds of aftermarket parts. The game takes the beloved Need for Speed franchise in a new direction, and we're impressed with what we've seen so far.

NHL 2004

The thing we're most excited about for NHL 2004 is the enhanced Dynasty mode. You'll take on the role of a GM and earn experience points to upgrade your team's facilities, hire staff and even build yourself a better office. Each improvement affects your team's attributes and your ability to sign players.

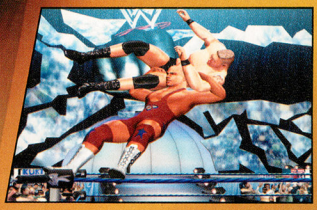
LOONEY TUNES: BACK IN ACTION

Based on the upcoming motion picture of the same name, Looney Tunes: Back in Action is a 3-D platformer in which you'll control both Bugs and Daffy, switching between the duo on the fly. We'll have more on Looney Tunes and the rest of EA's stellar lineup in the months to come.

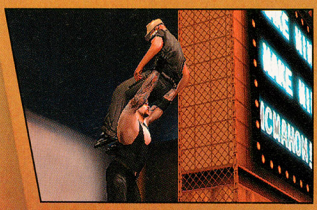
TEEN
T
CONTENT RATED BY ESRB

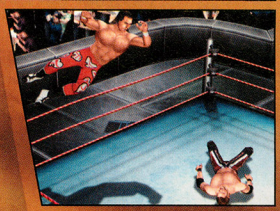
Mild Lyrics
Suggestive Themes
Violence

The names of all World Wrestling Entertainment™ televised and live programming, talent names, images, likenesses, slogans and wrestling moves and all World Wrestling Entertainment™ logos are trademarks which are the exclusive property of World Wrestling Entertainment, Inc. © 2003 World Wrestling Entertainment, Inc. All Rights Reserved. Game and Software © 2003 THQ/JAKKS Pacific, LLC. Used under exclusive license by THQ/JAKKS Pacific, LLC. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. Developed by Yuke's Co. Ltd. Yuke's Co. Ltd. and its logo are trademarks and/or registered trademarks of Yuke's Co., Ltd. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo.



Look hard enough
and you'll see
MEMORIES
of legends past
CHALLENGING
you to become a
legend of the future.





WWE WRESTLEMANIA XIX

Where SUPERSTARS Become LEGENDS.

ONLY FOR NINTENDO GAMECUBE

CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

WARIO WORLD
BOSS BATTLES—PAGE 72

This month, we revisit two of the summer's biggest movie-related games with Hulk codes that will make you one powerful puncher and a guide to the Hacking system in Enter the Matrix. We also return to Hogwarts to find all 101 Wizard Cards in Harry Potter and the Chamber of Secrets.

ENTER THE MATRIX GCN
HARRY POTTER AND THE CHAMBER OF SECRETS GCN
THE HULK GCN
WARIO WARE, INC.: MEGA MICROGAME$ GBA
WARIO WORLD GCN

THE HULK

GCN

CRUSHING CODES

CODES

IF NOT HAVING THE HIGH SCORE IN THE HULK IS MAKING YOU ANGRY, BULK UP AND RAGE THROUGH THE GAME BY USING POWERFUL CODES.

Bruce Banner's rage is brought forth in the form of his muscle-bound alter ego in the Hulk. By entering codes, you can give The Hulk even more power and a bigger challenge. You'll find two ways to enter codes: through the Code Input menu and through the Universal Code Input terminals in the game world.

CODE INPUT ENTRY CHEATS

Select Options from the main menu, then choose the Code Input interface and enter any of the codes listed below. A confirmation message will follow successful code entry, but the cheat will not take effect until you activate it. Select the Special Features entry from the main menu, then enter the Cheats menu to reveal a list of cheat features. The default position is Off for all unlocked cheats. Highlight an unlocked cheat and press the A Button to turn it on.

The Regenerator cheat causes The Hulk's energy to regenerate automatically. The Puzzle Solved cheat clears all puzzles in the Bruce Banner levels. The Unlock All Levels cheat gives you instant access to every level in Story mode. After you activate the feature, select Story mode then choose Continue.

CODE	CHEAT
GMMSKIN	INVULNERABILITY
FLSHWND	REGENERATOR
ANGMNGT	FULL RAGE METER
GRNCHTR	UNLIMITED CONTINUES
HLTHDSE	DOUBLE HULK'S HP
BRNGITN	DOUBLE ALL ENEMIES' HP
MMMYHLP	HALF ALL ENEMIES' HP
FSTOFRY	WICKED PUNCH
BRCESTN	PUZZLE SOLVED
NMBTHIH	RESET HIGH SCORE
TRUBLVR	UNLOCK ALL LEVELS

UNIVERSAL-CODE-INPUT-TERMINAL CHEATS

You'll find Universal Code Input terminals in some Bruce Banner levels. The first code terminal is in Desperate Measures, the first Bruce Banner level. After you hide behind boxes to elude security guards, walk past the boxes that block the air vent and move toward the far wall to find the terminal. Press Y to hook up to the terminal, then enter any of the codes listed below.

Before you crawl into the vent, seek out the Universal Code Input terminal and enter a handful of codes.

CODE	CHEAT
JANITOR	UNLOCK GRAY HULK
SANFRAN	UNLOCK HULK TRANSFORMED ART
PITBULL	UNLOCK HULK VS. HULK DOGS ART
FIFTEEN	UNLOCK DESERT BATTLE ART
NANOMED	UNLOCK HULK MOVIE F/X VIDEO

You'll find the unlocked movie art under the Special Features menu.

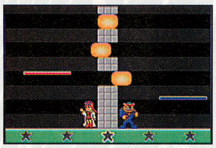
The unlocked video is in the Special Features/Hulk Unleashed section.

MINIGAME MASTERY

UNLOCK A MASS OF MINIGAMES BY CLEARING WARIO'S MICROGAMES.

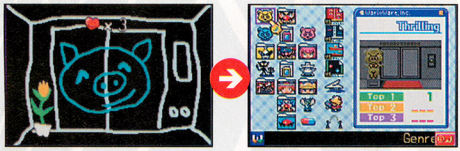
Wario Ware, Inc. hits you with microgames by the dozens. By accomplishing set microgame goals, you can unlock a collection of longer and more complex minigames, some of which accommodate two players. The two basic ways of unlocking minigames are clearing game channels and winning "hookups" from Jimmy. You'll also earn a minigame by unlocking all of the microgames on the game grid and another one by earning the "clear" score on every game in the game grid. The table below describes the methods for unlocking all minigames.

MINIGAME	METHOD
JUMP FOREVER	CLEAR BLUE-HAIRED JIMMY'S CHANNEL
DR. WARIO	SCORE 20 OR BETTER AGAINST BLUE-HAIRED JIMMY
CHIRITORIE	CLEAR DRIBBLE'S, MONA'S OR 9-VOLT'S CHANNEL (FIRST CHOICE)
CHICKEN RACE	CLEAR DRIBBLE'S, MONA'S OR 9-VOLT'S CHANNEL (SECOND CHOICE)
SKATINGBOARD	CLEAR YELLOW-HAIRED JIMMY'S CHANNEL
FLY SWATTER	SCORE 25 OR BETTER AGAINST YELLOW-HAIRED JIMMY
DONG DONG	CLEAR ORBULON'S, DR. CRYGOR'S OR KAT'S CHANNEL (FIRST CHOICE)
HURDLE	CLEAR ORBULON'S, DR. CRYGOR'S OR KAT'S CHANNEL (SECOND CHOICE)
PAPER PLANE	CLEAR RED-HAIRED JIMMY'S CHANNEL
SHERIFF	SCORE 25 OR BETTER AGAINST RED-HAIRED JIMMY
STAFF CREDITS, EASY MODE, TOTAL BOSS	CLEAR WARIO'S CHANNEL
THRILLING MODE	SCORE 15 OR BETTER IN EASY MODE
SEVERE MODE	SCORE 15 OR BETTER IN THRILLING MODE
PYORO	UNLOCK ALL MICROGAMES
PYORO 2	CLEAR ALL MICROGAMES



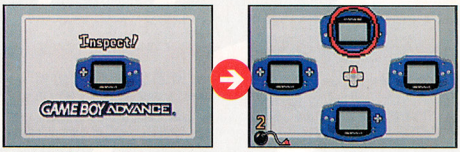
The object of two-player game Dong Dong is to push a heavy weight onto your opponent.

Sheriff is a Wario-starring version of an old-school arcade game. The original is in 9-Volt's collection.

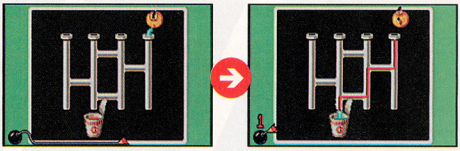


A blue pig represents Easy mode. By scoring 15 or better while playing easy versions of a variety of games, you'll unlock Thrilling mode.

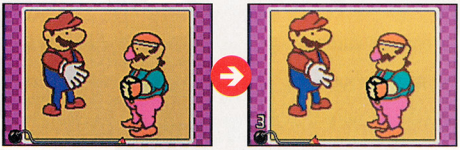
If you want to unlock Pyoro and Pyoro 2, you'll have to become a master of all microgames. Return to the characters' files and play through their channels until all of their games appear on their game grids. Some games won't show up until after you've played through the boss stage at least once. The following tips will help you conquer some of the most challenging microgames.



Orbulon's The Real McCoy challenges you to find the real GBA among fakes. Look carefully at button, speaker and Control Pad placements. If you don't see the difference, guess.



The hot water in the Noodle Cup game always shifts at pipe intersections. Look at the cup then follow the path to the top, redirecting the flow at every intersection. You'll stop at the correct input pipe.



You control the character on the right (Wario) in the Rock Paper Scissors game. Watch both characters and press the A Button when Wario has the upper hand.

TRASH CAN TIP:
WARIO WARE, INC.: MEGA MICROGAMES
SOUND SELECTION

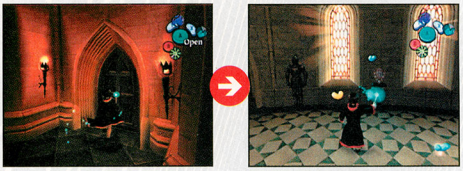
You can sample the music in Wario's collection without playing a single microgame. Access the Name Entry screen by starting a new game or by selecting Change Name from the Options menu. At the Name Entry screen, press the L Button. The music will change and an icon that represents the piece will appear in the upper-right corner of the screen. Press L repeatedly to cycle through all of the music choices.

101 WIZARD CARDS!

COMPLETE YOUR FAMOUS WITCHES AND WIZARDS CARD COLLECTION.

Take a break from reading *Harry Potter and the Order of the Phoenix* and return to Harry's second year at Hogwarts for a round of card collecting. The cards are scattered all over the place. Some are easy to find, while others are well hidden. The tables on the next two pages describe each card's location. If you've already advanced past a card's location without collecting it, you can purchase it at Fred and George's shop near the Gryffindor common room.

CARD	LOCATION
1 MERLIN	The Burrow; after clearing the barn of gnomes, open a chest in a dark corner.
2 CORNELIUS AGRIPPA	Hogwarts, first floor; trade a Gregory the Smarmy card for a Cornelius Agrippa card.
3 ELFRIDA CLAGG	The Burrow; open a treasure chest inside the barn, under the loft.
4 GROGAN STUMP	Whomping Willow; climb to the ledge opposite Hedwig's perch, walk across a log and search for treasure.
5 GULLIVER POKEBY	Knockturn Alley; push a button to open a gate behind Borgin and Burkes. Search for a treasure chest on the other side.
6 GLANMORE PEAKES	Whomping Willow; in the willow's second section, climb to Hedwig's perch, then wall-sneak along a narrow ledge to a chest.
7 HESPER STARKEY	Whomping Willow; jump from the plateau that holds the stump full of potion and grab a ledge where you'll find a chest.
8 DERWENT SHIMPLING	The Burrow; break the gnome-tossing distance record.
9 GUNHILDA OF GORSEMOOR	Hogwarts library; use Avifors to transform a rock into a bird, clearing a passage.
10 BURDOCK MULDOON	Hogwarts library; use Skurge to clear away Ectoplasm, revealing a passage to the card.
11 HERPO THE FOUL	Hogwarts library; use Diffindo to cut down a tapestry, revealing a passage to the card.
12 MERWYN THE MALICIOUS	Hogwarts library; use Incendio on a panel to unlock a passage to the card.
13 ANDROS THE INVINCIBLE	Hogwarts grounds; complete Neville's second gnome-dunking challenge. Hogwarts grounds; search for the card in Moaning Myrtle's bathroom.
14 FULBERT THE FEARFUL	Hogwarts grounds; open a chest outside the greenhouse area, near a wall.
15 PARACELSUS	Hogwarts grounds; complete the first gnome-tossing challenge.
16 CLIODNE	Hogwarts grounds; complete the second gnome-tossing challenge.
17 MORGAN LE FAY	Hogwarts grounds; complete the third gnome-tossing challenge.
18 URIC THE ODDBALL	Hogwarts grounds; complete a gnome-dunking challenge.
19 NEWT SCAMANDER	Hogwarts grounds; complete the fourth gnome-tossing challenge.
20 WENDELIN THE WEIRD	Hogwarts grounds; complete the fifth gnome-tossing challenge.
21 LORD STODDARD WITHERS	Hogwarts grounds; complete a gnome-dunking challenge.
22 CIRCE	Hogwarts grounds; win a broom race.
23 GLENDA CHITTOCK	Hogwarts first-floor landing; trade a Mirabella Plunkett card for a Glenda Chittock card.
24 ADALBERT WAFFLING	Hogwarts grounds; win a broom race.
25 PERPETUA FANCOURT	Hogwarts grounds; win a broom race.
26 ALMERICK SAWBRIDGE	Hogwarts grounds; win a broom race.
27 MIRABELLA PLUNKETT	Diagon Alley; crawl through an open barrel in the Leaky Cauldron's basement to reach a hidden alcove and a treasure chest. Hogwarts grounds; win a broom race.
28 TILLY TOKE	Diagon Alley; open a chest in the room where you find the brass scales.
29 ARCHIBALD ALDERTON	Fred and George's shop; purchase the card for 30 Bertie Bott's Every Flavor Beans.
30 ARTEMISIA LUFKIN	Hogwarts grounds; win a broom race.
31 BALFOUR BLANE	Hogwarts, sixth floor; search a treasure chest between rows in a classroom. Hogwarts grounds; win a broom race.
32 BRIDGET WENLOCK	Diagon Alley; turn left after you enter Gambol and Japes, then push a bookcase to open a secret passage to a treasure chest.
33 BEAUMONT MARJORIBANKS	Hogwarts grounds; win a broom race.
34 DONAGHAN TREMLETT	Hogwarts grounds; win a broom race.
35 BOWMAN WRIGHT	Hogwarts grounds; win a broom race.
36 JOSELIND WADCOCK	Hogwarts, first floor; trade a Roland Kegg card for a Joselind Wadcock card.
37 CASSANDRA VABLATSKY	Hogwarts grounds; win a broom race.
38 CHAUNCEY OLDRIDGE	Hogwarts grounds; win a broom race.
39 GWENOG JONES	Hogwarts grounds; win a broom race.
40 CARLOTTA PINKSTONE	Hogwarts grounds; win a broom race.
41 GODRIC GRYFFINDOR	Hogwarts, second floor; use Skurge to open a treasure chest in a stall in Moaning Myrtle's bathroom.
42 CRISPIN CRONK	Hogwarts, Charms class; use Incendio to burn the cobwebs on a treasure chest.
43 CYPRIAN YOUDLE	Hogwarts, the passage between the fourth and second floors; search for a treasure chest in an offshoot room.
44 DEVLIN WHITEHORN	Hogwarts, Charms class; search for a chest behind a chalkboard.
45 DUNBAR OGLETHORPE	Hogwarts; receive the card as a reward for finding the vial case.
46 MIRANDA GOSHAWK	Hogwarts; receive the card as a reward for finding the Gryffindor merit badge.
47 EDGAR STROULGER	Fred and George's shop; purchase the card for 30 Bertie Bott's Every Flavor Beans.
48 SALAZAR SLYTHERIN	Hogwarts; receive the card as a reward for finding a lost item.
49 ELLADORA KETTERIDGE	Hogwarts; receive the card as a reward for finding a lost item.
50 MUSIDORA BARKWITH	Hogwarts; receive the card as a reward for finding a lost item.



It takes beans to get many of the Wizard cards. You'll find a large stash of them in the third-floor hallway.

HIDDEN-ITEM LOCATIONS

CARD	LOCATION
51 ETHELRED THE EVER-READY	Hogwarts; receive the card as a reward for finding a lost item.
52 FELIX SUMMERBEE	Hogwarts; receive the card as a reward for finding a lost item.
53 GRETA CATCHLOVE	Hogwarts ground; Use Incendio to burn cobwebs surrounding a chest outside the Quidditch stadium.
54 GASPARD SHINGLETON	Hogwarts; receive the card as a reward for finding a lost item.
55 HONORIA NUTCOMBE	Hogwarts; receive the card as a reward for finding a lost item.
56 GIDEON CRUMB	Hogwarts; receive the card as a reward for finding a lost item.
57 GIFFORD OLLERTON	Hogwarts, third floor; open a chest in the round room between the Defense Against the Dark Arts classroom and the hall.
58 GLOVER HIPWORTH	Fred and George's shop; purchase the card for 30 Bertie Bott's Every Flavor Beans.
59 GREGORY THE SMARMY	Fred and George's shop; purchase the card for 30 Bertie Bott's Every Flavor Beans.
60 LAVERNE DE MONTMORENCY	Fred and George's shop; purchase the card for 30 Bertie Bott's Every Flavor Beans.
61 HAVELOCK SWEETING	Hogwarts, fourth floor; trade a Norvel Twonk card for a Havelock Sweeting card.
62 IGNATIA WILDSMITH	Aragog's Lair; after speaking to Aragog, search for a chest in a narrow passage.
63 HERMAN WINTRINGHAM	Aragog's lair; as you escape from the lair, climb up to a chest on a high ledge.
64 JOCUNDA SYKES	Aragog's lair; after you climb to the top of the lair and burn the third part of Aragog's web, search for a card in a chest.
65 GONDOLINE OLIPHANT	Gryffindor common room; use Diffindo to free Neville from the tapestry, then find the card in the newly opened passage.
66 FLAVIUS BELBY	Fred and George's shop; purchase the card for 30 Bertie Bott's Every Flavor Beans.
67 JUSTUS PILLIWICKLE	Hogwarts, grand staircase; use Skurge to clear the Ectoplasm from a treasure chest on the ground floor, then search for a card.
68 KIRLEY DUKE	Hogwarts, grand staircase; use Incendio to burn a web from a treasure chest on the ground floor.
69 BERTIE BOTT	Fred and George's shop; purchase the card for 30 Bertie Bott's Every Flavor Beans.
70 LEOPOLDINA SMETHWYCK	Hogwarts sixth-floor classroom; use Diffindo to cut vines around a chest.
71 QUEEN MAEVE	Hogwarts sixth-floor classroom; use Skurge to open an Ectoplasm-blocked chest.
72 HELGA HUFFLEPUFF	Hogwarts grounds; after collecting Diffindo in the greenhouse, cast it on a vine to reveal the card.
73 MOPSUS	Hogwarts, seventh floor; open a chest in the classroom near Dumbledore's office.
74 MONTAGUE KNIGHTLEY	Hogwarts, passage between the second and fourth floors; use Diffindo to open a chest in a room off the main passage.
75 MUNGO BONHAM	Hogwarts, fourth floor; trade an Andros the Invincible card for a Mungo Bonham card.
76 MYRON WAGTAIL	Hogwarts, entrance hall; use Alohomora to unlock a chest in the room that contains a Game Link-activated passage to Gringotts.
77 NORVEL TWONK	Hogwarts, first floor; use Incendio to clear cobwebs from a treasure chest in a first-floor classroom.
78 ORSINO THRUSTON	Hogwarts, fourth floor; trade a Dymphna Furmage card for an Orsino Thruston card.
79 OSWALD BEAMISH	Hogwarts, fifth floor; use Alohomora to unlock a treasure chest in a classroom.
80 BEATRIX BLOXAM	Fred and George's shop; purchase the card for 30 Bertie Bott's Every Flavor Beans.
81 QUONG PO	Hogwarts, seventh floor; trade a Cyprian Youdle card for a Quong Po card.
82 ROWENA RAVENCLAW	Hogwarts, sixth floor; use Incendio to cut webbing from a chest in a classroom.
83 RODERICK PLUMPTON	Hogwarts, sixth floor; use Diffindo to cut vines from a treasure chest in a classroom.
84 ROLAND KEGG	Hogwarts grounds; win a broom race.
85 BLENHEIM STALK	Hogwarts Avifors Challenge; search for a treasure chest in the chamber that holds the Lumos-revealed secret.
86 DORACAS WELLBELOVED	Hogwarts dungeon; while searching for Draco, find a chest in the dungeon maze.
87 THADDEUS THURKELL	Hogwarts, first floor; use Alohomora to unlock a treasure chest in a classroom.
88 CELESTINA WARBECK	Hogwarts, fifth floor; open a chest in the unlocked classroom.
89 ALBERTA TOOTHILL	Hogwarts entrance hall; burn cobwebs surrounding a chest in the corridor left of the stairs, as you face them.
90 SACHARISSA TUGWOOD	Hogwarts, second floor; use Alohomora to unlock a treasure chest in the Incendio challenge chambers (Charms classroom).
91 WILFRED ELPHICK	Hogwarts, first floor; open a treasure chest in a first-floor classroom.
92 XAVIER RASTRICK	Hogwarts, passage between fourth and second floors; open a chest on the second-floor level.
93 HEATHCOTE BARBARY	Hogwarts, Defense Against the Dark Arts classroom; use Skurge to open an Ectoplasm-covered treasure chest.
94 MERTON GRAVES	Hogwarts, seventh floor; trade a Balfour Blane card for a Merton Graves card.
95 YARDLEY PLATT	Hogwarts, third floor; use Alohomora to unlock a treasure chest in the Defense Against the Dark Arts classroom.
96 HENGIST OF WOODCROFT	Hogwarts, first floor; use Diffindo to break vines wrapped around a chest in the hall.
97 ALBERIC GRUNNION	Fred and George's shop; purchase the card for 30 Bertie Bott's Every Flavor Beans.
98 DYMPHNA FURMAGE	Knockturn Alley; after feeding Hedwig in Borgin and Burkes, climb the ladder and open a treasure chest. Hogwarts, the passage between the third and second floors; open a chest before you slide down.
99 DAISY DODDERIDGE	Hogwarts, fourth floor; use Skurge to clear Ectoplasm from a treasure chest in a fourth-floor classroom.
100 ALBUS DUMBLEDORE	Hogwarts, the passage between the seventh and fourth floors; burn cobwebs to open a chest on the seventh floor.
101 HARRY POTTER	Hogwarts, Dumbledore's office; receive the card as a reward on Day 6 for collecting all of the other cards.

BE LIKE NEO

HACK IN TO ENTER THE MATRIX AND DISCOVER A SERIES OF SECRETS.

Much more than just a cheat-code interface, the Hacking system in Enter the Matrix is a complex game within the game. You can use it to unlock art, maps, modes and information about the adventure, plus take in a big dose of Matrix atmosphere along the way. As you get deeper into the game's mainframe, your list of available commands and parameters will increase and you will learn passwords, codes and portkey addresses that will allow you to discover more secrets. You must have a saved ETM file on a Nintendo GameCube Memory Card to access the Hacking system. Select the file, then start by exploring the A drive.

THE A DRIVE

At the A prompt, type DIR, then press the Return Key. The computer will add DIR to the Command list and show a directory of the A drive's files: System, Tools and Text.

Select DIR from the Command list, then select A:\SYSTEM from the Parameter list. The A:\SYSTEM directory will list eight executables, including three that you will have already seen (HELP, DIR and EXIT). By selecting HELP from the Command list then typing in the name of any executable in the directory, you'll learn the program's function and add it to your Command list. The most notable programs of the remaining five are LOGIN, which allows you to access computer systems, and READ, which allows you to read text files.

The A:\TOOLS directory lists three executables. RUMBLE.EXE invokes the rumble function of your Controller. BEEP.EXE allows you to play tunes in an eight-note range. CHEAT.EXE allows you to enter cheat codes. Type CHEAT followed by a space, or select CHEAT from the Command list (after you've used it once), then enter any of the codes listed below and press the Return Key to enable the code.

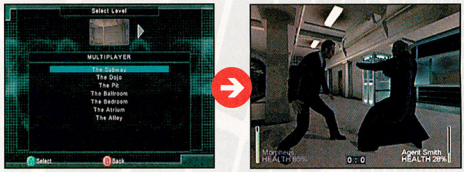
CODE	RESULT
1DDF2556	EARN INFINITE AMMO
0034AFFF	UNLOCK ALL WEAPONS
69E5D9E4	EARN INFINITE FOCUS POWER
7F4DF451	EARN INFINITE HEALTH
FFFFFFF1	BECOME INVISIBLE TO ENEMIES
D5C55D1E	UNLOCK MULTIPLAYER BATTLES
13D2C77F	UNLOCK A BONUS TEST LEVEL
7867F443	INCREASE THE SPEED OF THE LOGOS

The weapon-unlocking code gives you every weapon available in the area you're currently in.

The bonus test level sends you to the programmers' maintenance passage. Open the red door.

Use the Infinite Focus code to play the game in Bullet Time.

CHEAT FFFFFFF1 makes enemies unable to see you.



There are seven multiplayer battles to choose from, including a subway battle between Agent Smith and Morpheus.

The A:\TEXT directory lists four text files that you can open by using the READ command. Type READ followed by a space, or select READ from the Command list. The text files will appear as parameters. Choose a file, then press the Return Key to read the selected file. The NOTEZ.TXT file mentions the B drive and reveals the Virtual drive's password: FROZENFISH. The PASSWORD.TXT file mentions a pair of websites where you can get more information about the ETM story and characters.

THE B DRIVE

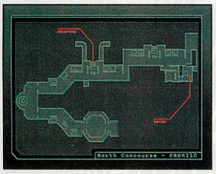
Select LOGIN from the Command list and press the Return Key. The computer will ask you for a password. Use GUEST as your password to unlock the B drive. Select DIR from the Command list, then choose B:\ from the Parameter list. The B-drive directory will show six subdirectories, which you can examine using the DIR command.

The B:\ID, B:\GUNS, B:\MAPS and B:\CARS directories list IMG files that you can unlock as you play the game. You'll be able to open IMG files once you gain access to the View Command. The B:\FMV directory lists all unlocked full-motion-video sequences. You'll be able to open FMV files once you gain access to the Play Command.

The B:\TOOLS directory is encrypted. The computer will request a five-digit binary (1's and 0's) access code. Try five 1's first. The computer will tell you how many digits are correct in the code. You'll know that the code has that number of 1's and that the rest of the digits are 0's. Try all of the possible combinations of 1's and 0's using the correct number of each digit. After every attempt, the computer will tell you how many digits are in the right place. You'll crack the code in a matter of minutes. As soon as you're successful, the directory will list six executable files (commands), View and Play among them.

The VIRTUAL command allows you to connect to the Virtual (V) drive. You can use TRACEKILL to disconnect a trace program during the hacking process. The DECODE command allows you to decode messages from Matrix-related websites.

By using the DROP command, you can drop weapons inside the Matrix. Use the VIEW Command to view an unlocked map. You'll see a callout to a weapon drop point, and a code in the lower-right corner. Return to the console screen, select the DROP command, type in the code from the map and press the Return Key to drop weapons onto the map drop point.

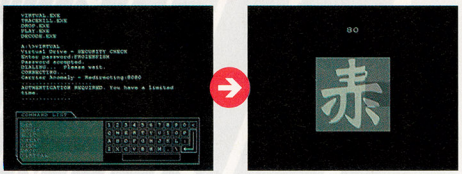


Each of the nine maps in the B drive has a drop point and a code. Use DROP to enter the codes.

When you reach the drop point, you'll discover an impressive weapons cache.

THE V DRIVE

You'll need a password and authentication to gain access to the V drive. Select VIRTUAL from the Command list, then press the Return Key. When the computer asks you for a password, enter FROZENFISH (the code from NOTEZ.TXT). After you connect, you'll have to authenticate by solving a picture puzzle. The puzzle shows a Japanese character cut into nine pieces. You must make the pieces connect before a timer expires. If you complete the puzzle with the Red solution, you'll have access to the V drive. If you complete the puzzle with the Blue solution, you'll have to run the TRACEKILL program or risk a reboot.

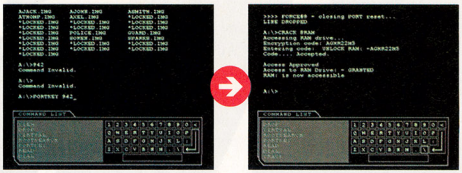


After you use FROZENFISH to enter the Virtual drive, you'll have about 10 seconds to unscramble a jumbled image of a Japanese character.

The V drive has two directories. Use the DIR Command to open V:\TOOLS. The computer will list the ROOTSEARCH and DIAL programs. When you run ROOTSEARCH, the computer will give you the Root Admin password (THISISNOTREAL) and access to the V:\ROOT directory. Open V:\ROOT to discover the MAIL and PORTKEY programs. When you run MAIL, the computer will ask you for the Root Admin password. Enter the password, then answer "Yes" when it asks if you want to read e-mail.

The e-mail will reveal a list of four phone numbers. Use the Dial Command to dial the numbers. Neither of the first two phone numbers will connect. After you dial the third number, you'll hear a message from Morpheus, letting you know that Trinity will be in contact with you. After you dial the last number, you'll hear from Trinity. She'll give you a three-digit code (942)—a portkey.

Type PORTKEY 942, then press the Return Key. After the port opens, Trinity will contact you in the same way she contacted Neo in the first film: "Knock. Knock." Following a quick conversation, she'll upload a new program to your V drive and give you instructions on how to access your RAM drive.



Use Portkey 942 to contact Trinity. She'll ask you a few questions then upload CRACK.EXE to your V drive.

THE RAM DRIVE

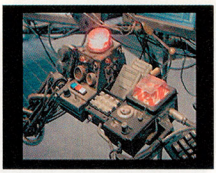
Type CRACK 8RAM to gain access to the RAM drive, then use the DIR Command to open the drive. You'll discover three folders: Trinity, Prog and Bio.

The Trinity folder has three executables. The Training program will allow you to open DSK files for training. The Readbio program will allow you to open the BIO file that is in the Bio folder—which will give you stats on your character's progress.

When you run the HANDSHAKE program, Sparks will contact you from on the *Logos*. He'll give you a bit of a scare, then upload the EMP.EXE file. After you run that file, he'll open the Multiplayer options, then he'll shut down the Hacking system.

THE LOGOS DRIVE

Start the Hacking system again and open the directory of the Logos drive to find two folders. The Sparks folder contains the EMP program. The Art folder contains 31 images of concept art and stills from *The Matrix Reloaded*. You can view them by using the VIEW Command.



The concept art on the Logos drive includes images of the ship's EMP and of the Sentinels.

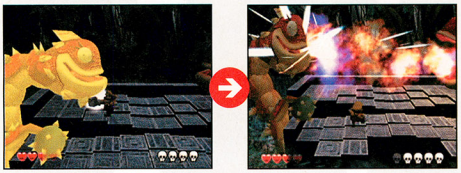
BIG BOSS BLOWOUT

TAKE ON THE DUAL DRAGON AND THE BOSSES OF THRILLSVILLE.

Our Volume 170 review of Wario World ends after Wario runs away from the circus in Spooktastic World. We'll pick up from there, guide you through the battle for the Dual Dragon's key and help you face the big boss of Thrillsville.

DUAL DRAGON

The final fighter in Spooktastic World is a two-headed lizard that spits flames and Glue Globes. The key to beating the beast is to get one head to attack the other. The heads time their fire attacks so one head hides safely in the water while the other one releases its flames. By repeatedly punching the head that is about to hide, you can make it stay above water and face its twin's fiery blasts. The heads also release Glue Globes. After one head belches globes, the other one will usually suck them up. If the receiving head is stunned, though, the globe-spitting head will clean up its own mess. If you're stuck to a globe, jump away and pound the head that is not inhaling the sticky spheres.



Punch one head until it is stunned, then let the other head hit its buddy with a damaging flame attack.

WINTER WINDSTER

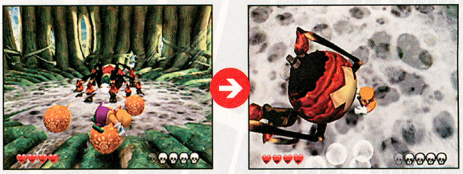
The cloud that looms over Thrillsville's Shivering Mountains boasts several stormy attacks. The silver lining is that you can defeat the billowy beast quickly, and without taking much damage. When the Winter Windster exhales a swirling wind attack, run to the end of the frosty gust, let it freeze you, then quickly shake your way out of the ice. The beast will fly low to the ground and attack. Stun it with several punches, then perform a Mad Move. When the creature dives into a crater, jump over the crater's energy rings, then pummel the puffy monster and perform another Mad Move. The only attack that you can't turn against the beast is its glowing red-eye spell. As soon as the Windster begins to cast the spell, have Wario look away.

Shake loose from the ice, then pummel the downed cloud.

Look away from the cloud's red-eye attack—let it pass.

SPIDERATICUS

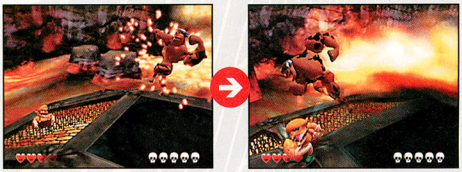
The mighty Spideraticus works from a sticky web. Stay off the web and avoid the beast's attacks. If you run onto the web, use a Dash attack to escape. When the creature sends out a group of Glue Globes that are attached to webbing, grab one and let the spider reel you in. When you get close to the arachnid, jump from the Glue Globe and execute a Ground Pound, aiming at the spider's head or body. Pick up the beast and deliver a Mad Move, then run to the perimeter of the web and keep fighting.



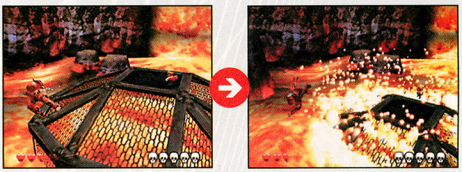
Float close to Spideraticus on a Glue Globe, then jump and Ground-Pound the creature. Pick it up, then either Piledrive it or perform a Wild Swing-Ding. Since you can't jump very high, a Piledriver will be tricky, but not impossible.

RED-BRIEF J

The trick to defeating upright bull Red-Brief J is to dunk him in the lava. The burly bovine kicks up sparks, fires energy blasts and charges you. Circle the platform's perimeter to avoid J's attacks. When he runs to the edge and waits for a moment, move to the center and pull off a Ground Pound. All but the middle of the platform will sink into the lava, and J will take a hot bath.



Red-Brief J is one mean bull. Use Dash attacks to high-step it around the platform and avoid J's assault.



When J charges to the edge of the platform and looks as though he's losing his balance, sink the stage with a Ground Pound.

SEND YOUR CLASSIFIED INFO TO CLASSIFIED@NINTENDO.COM

OR MAIL TIPS TO: NINTENDO POWER CLASSIFIED INFORMATION P.O. BOX 97033 REDMOND, WA 98073-9733

You found the Ocarina!

Sweet Potato

The Ocarina inspired by the Legend of Zelda® is now available!

Easy to Play - a well-tuned and finely crafted musical instrument!

Made from High Fired Ceramic

Includes a **Songbook and Tutorial** with simple finger notation for many songs and fancy tricks, plus Lullabies, Serenades and Minuets!

Sweet Potato (octave +1).....39.95
Extended Range Sweet Potato (octave +4).....49.95
includes Extended Range Songbook plus Regular Songbook I
Raku Pendant Ocarina (with necklace).....24.95
Eagle Bone Flute - cast in porcelin, simple to play, with necklace and playing instructions.....29.95

You can also order:
Silk Carrying Case padded, w/ zipper, handle, and embroidered dragons.....5.95
Extra Ocarina Songbooks: Songbook II, Christmas Carols, Beatles for Extnd'd Range.....2.95 each

Eagle Bone Flute

Pendant Ocarina

Shipping Info:
Shipping & Handling.....$5.00
(Please allow 2-3 weeks for delivery)
Priority Shipping.....$10.00
(When available, allow 2-5 biz days for delivery)
We ship via US Postal Service

Send checks and money orders to:

Songbird Ocarinas
410 Anacapa St.
Santa Barbara, CA 93101

Hear them and order online at:
www.songbirdocarina.com

Order Toll Free! 1 (866) 899-4043

Songbird Ocarinas is not affiliated or endorsed by Nintendo of America, Inc.

FREAKY FLYERS

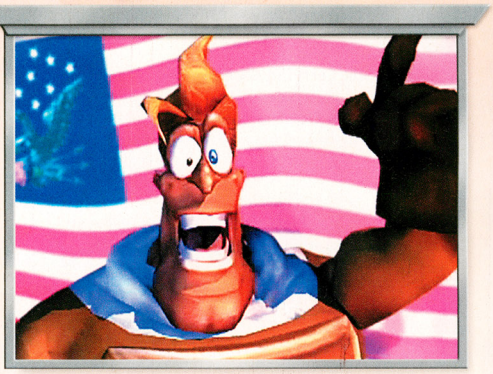
SHOOT AND SOAR—MIDWAY'S FREAKY FLYERS IS AIR COMBAT WITH CHARACTER!

HIGH-FLYING HIJINKS

The kart-racing genre takes a zany turn with high comedy, bold characters and crazy flight action in Freaky Flyers for the GCN. Join Johnny Turbine, Traci Torpedoes and a pack of power-mad pilots in roaring races and boisterous battles that don't end until you're rolling on the floor! The game's huge interactive environments offer plenty of obstacles, shortcuts and moving targets.

WITNESS CARTOON CAPERS

Freaky Flyers's two discs are crammed with animated sequences and original songs. CG movies after each of the adventure's 12 missions reveal the characters' developing stories. The movies you'll see depend on which of the 13 characters you've selected. The humor is like Johnny Turbine's magnificent chin—not subtle, but often very funny. You'll want to complete each mission to see what your character is up to, and play through the game repeatedly to sample all of the stories.



TEEN T CONTENT RATED BY ESRB

Comic Mischief
Mild Violence
Suggestive Themes

© 2003 Midway Home Entertainment Inc.
All Rights Reserved.

FIGHT AND FLIGHT SCHOOL

If you can't outrace your opponents, you can try to shoot them out of the sky. Your plane is equipped with a machine gun, and you'll collect power-up weapons along your routes. Machine gun ammo supplies deplete, but they replenish over time. You'll often be able to fly your way out of a jam by executing a dive or roll. Most maneuvers are fast and easy to pull off.

CHARACTER CLASS

Freaky Flyers are separated in three weight classes: Heavy, Balanced and Light. The Heavy flyers are slow but sturdy. The Light ones are faster but easier to shoot down. Select a pilot that fits with your racing style.

DIVE! DIVE! DIVE!

You can execute a dive for a quick descent. Press and hold Y, then press Up on the Control Stick.

ROLL OUT OF HARM'S WAY

If enemies have you in their sights, perform a barrel roll to keep them from putting holes in your plane.

HORSESHOES & HAND GRENADES

By collecting mission-themed items (acorns, horseshoes, bananas, etc.), hitting targets and knocking out opponents, you can open slots for power-ups (explosives, shields and speed boosts). By accomplishing additional goals you can unlock speed-enhancing boost highways.

HOARDING REWARD

Fly into the floating collectibles. Once you have enough of them, you'll unlock a power-up slot.

STAY ON TARGET

You'll find red-and-white targets on every race course. Hit them to unlock another power-up slot.

SELECT AND SHOOT

With power-ups in every slot, you can choose a weapon for any occasion.

POWER-UPS

HOMING MISSILES
Heat-seeking rockets hit targets surrounded by red braces.

ANTI-GRAVITY MINES
Leave floating explosives out in the open for racers on your tail.

ROCKETS
Standard rockets fly straight. Use them to blast close targets.

HEALTH
Health power-ups restore half of your plane's hit points.

NITRO
You'll take off like a rocket when you hit the nitro boost.

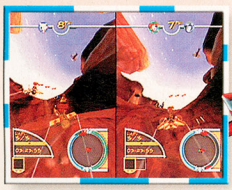
SHIELDS
Use a shield to surround your plane with a bullet-proof bubble.

FREAKY BOMB
Open a boost highway to earn the superstrong Freaky Bomb.

TWO-PLAYER FREAKOUT

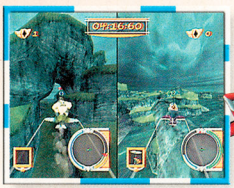
One or two players can participate in one-shot races in which you choose whether to include computer-controlled rival flyers. Dogfights are exclusively two-player events that take place in your choice of seven themed areas. The player with the most takedowns in the allotted time wins the fight. Power-ups figure prominently in Dogfights.

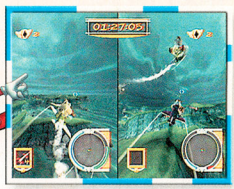
THREE! TWO! ONE! RACE!



You can race on any unlocked race course. Practice the courses in single-player races, search for shortcuts, then challenge a friend. Both participants can use unlocked boost highways.

DOGFIGHT DUEL





It's just you against your opponent in a Dogfight—no computer-controlled rivals, no subgoals. Watch the radar to discover your opponent's location, and use environmental elements as shields.

AERIAL ADVENTURE

The racing and fighting get intense in a hurry in Adventure mode. You can select from five characters at the start, then follow other flyers' adventures after you unlock new characters. Meet mission goals to move on.

BIGFOOT MOUNTAIN

DIVE FOR DELICACIES

Bigfoot Mountain has plenty of steep drops. Dive to the bottom to gather acorns and power-ups.

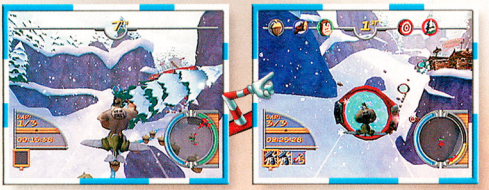
BREAK THE ICE

Icicles hang from the cave's ceiling. By targeting the formations, you can create a damaging ice shower.

LOGJAM JUNKET

After you fly over the loggers' encampment, follow the log chute to the water below, then train your weapon on the logjam. By clearing the jam, you'll unlock the blue boost highway nearby.

CHOP 'TIL THEY DROP



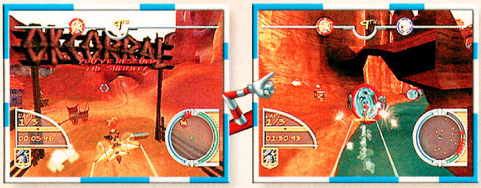
The snow-covered trees that are gnawed at the base will fall when you hit them with machine-gun fire. After you knock down eight trees, you'll unlock the red boost highway just past the checkered banner.

COMPLETE THE MISSING LINK

As you close in on the logging town, veer right, ride through a tunnel and pick up a hairy beast. Fly low near the end of the lap and buzz the bigfoot trio near the campfire to deposit the creature and open the green boost highway.

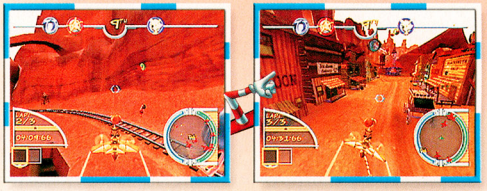
COYOTE CANYON

ABOVE THE LAW



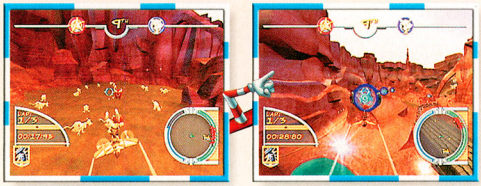
Swerve to the right from the start and target the outlaws at the OK Corral. If you hit all three of them, you'll unlock the red boost highway. Look for the string of speed-enhancers in the canyon near the end of the course.

DAMSEL DELIVERY



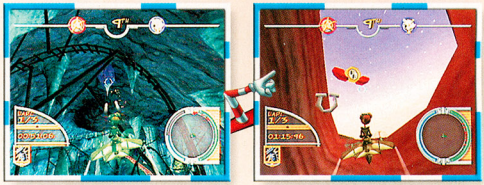
A distressed damsel hops in front of the train. Race ahead of the locomotive and fly low to pick up the helpless heroine. Fly low through the town's main drag to drop the damsel and open the green boost highway.

SHOOT THE BULL



Bank left after you clear the course's first town, and look for a herd of cattle. Fire on the red bull in the center of the herd to trigger a stampede and open the blue boost highway past the native encampment.

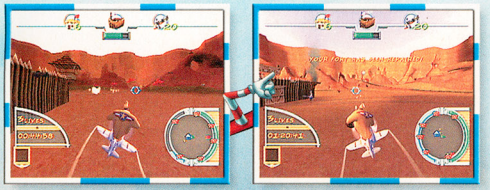
BANDITO BUST OUT



When you enter the cave, target the bright-blue stalactite in the middle of the ceiling. The rock formation will give way to reveal a tunnel. A token in the tunnel unlocks a flying bandito for races and Dogfights.

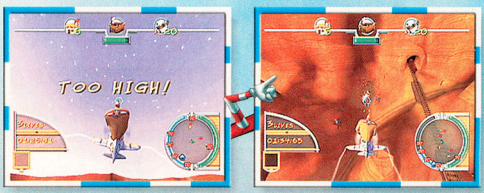
BANDITO ATTACK

BEAT THE BANDITOS



You'll lose the battle if the banditos manage to destroy the fort. Watch the radar and come to the aid of the fort whenever the attackers are close. Fly low, circle the fort and strafe the hopping hooligans. You must also keep the banditos away from the engineers who provide fort repairs.

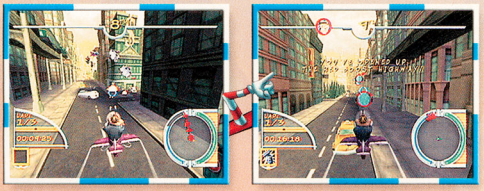
OUTPOST ATTACK



Banditos with Gatling guns protect the outposts. Between attacks on the fort, look for an outpost on the radar and approach the structure from high above the ground level to avoid the vertical range of the guns. Press L to apply the brakes and fire at the outpost as you descend.

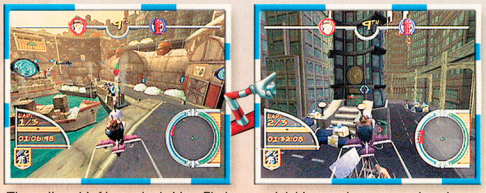
THUGSVILLE

CRIMINAL CRUNCH



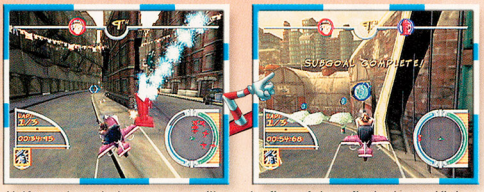
After you round the first corner, search for the building marked with a giant dollar sign, and take out all of the getaway cars at the building's base to open the red boost highway. Veer to the right and take off.

CHIEF CONCERNS



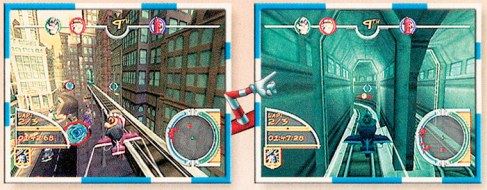
The police chief is on the bridge. Fly low to pick him up, then proceed to the end of the course. After you pass the checkered flag, drop off the chief on the station stoop. The green boost highway will open around the corner.

FIGHT FIRE WITH FIRE



Halfway through the course, you'll see the first of three fire hydrants. Hit it with machine-gun fire, veer left to target the second hydrant, then veer right to hit the third. Your heroics will unlock the blue boost highway.

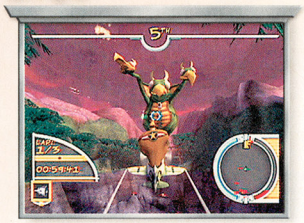
GET THE GREMLIN

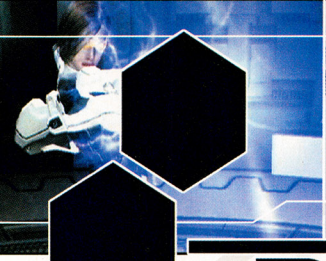


On the main road around the corner from the checkered banner, fly along the train track on the right side and enter the tunnel. Veer left at the fork and pick up a token to unlock Sheldon Gremlin for races and Dogfights.

REACH FOR THE SKY

Take a nonstop journey to the wild blue yonder and get caught up in the madcap thrills of Freaky Flyers. Every flyer has a different crazy story. You can race through the adventure several times and continue to find new secrets and watch new animated sequences. Freaky Flyers aces the test for replayability!





P.N.03™

PRODUCT NUMBER

Bust a move with a body-rockin' free agent in Capcom's stylish new shooter, only for GCN!

JUMP, JIVE AND WAIL

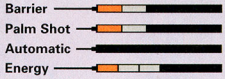
Armed with an Aegis suit and fierce confidence, free agent Vanessa Z. Schneider is contracted to rid a colony of the robotic armies of the Computer Arms Management System (CAMS). P.N. 03 is a furious shooter that features intense room-to-room combat and 11 unique suits, fusing techno beats with dance grooves and high-flying funk that's sure to be all the rave!

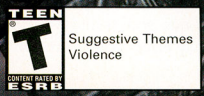
AEGIS SUIT

Vanessa's sleek Aegis suit packs a megaton of TNT into a high-fashion catsuit. It's part tank, part ballistic missile, part evening gown. The meters below show the suit's Barrier, Palm Shot, Automatic and Energy stats. Orange represents its standard attributes, and gray shows the extent to which you can upgrade.

PRIMA FUSION

Your first suit, primitive yet well-equipped.





© CAPCOM CO. LTD. 2003
© CAPCOM U.S.A. INC. 2003 ALL RIGHTS RESERVED

The Aegis suit taps directly into Vanessa's spinal cord, allowing her to control its every function instantly and seamlessly. There's a lot to learn about piloting the hot piece of hardware. It will take some inspired dance moves to evade blisteringly fast blaster fire and outmaneuver the most ruthless bots this side of the Milky Way galaxy. Class is now in session.

GIVE 'EM A HAND

The laser bolts Vanessa hurls from her palm can make short work of even the mightiest bots in the CAMS arsenal. You can purchase Palm Shot power upgrades at the shop. A fast trigger thumb is crucial early on, but some suits are upgradeable to have fully automatic firepower!

PACKING SERIOUS HEAT

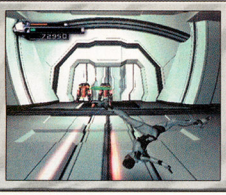
She may always be outnumbered, but Vanessa's Energy Drive attacks guarantee she's never outgunned. By using button combos and drawing on energy reserves, you can obliterate anything in your way. All 11 suits are equipped with a different set of unlockable Energy Drives, for a total of 16.

FIGHT SMARTER, NOT HARDER

Know your surroundings and take advantage of terrain elements such as barricades, holes, doorways and ledges. Fire at enemies when they've stopped shooting or while they're moving away from you, and take cover anywhere you can when they start gunning for you. Then return the favor.

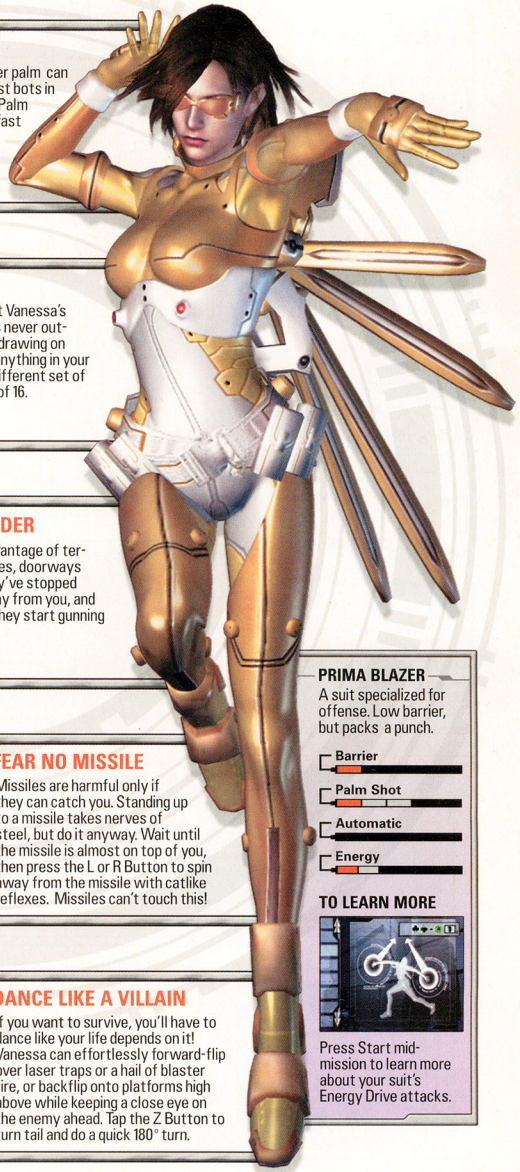
FEAR NO MISSILE

Missiles are harmful only if they can catch you. Standing up to a missile takes nerves of steel, but do it anyway. Wait until the missile is almost on top of you, then press the L or R Button to spin away from the missile with catlike reflexes. Missiles can't touch this!



DANCE LIKE A VILLAIN

If you want to survive, you'll have to dance like your life depends on it! Vanessa can effortlessly forward-flip over laser traps or a hail of blaster fire, or backflip onto platforms high above while keeping a close eye on the enemy ahead. Tap the Z Button to turn tail and do a quick 180° turn.



PRIMA BLAZER

A suit specialized for offense. Low barrier, but packs a punch.

Barrier

Palm Shot

Automatic

Energy

TO LEARN MORE

Press Start mid-mission to learn more about your suit's Energy Drive attacks.

MISSION 01

INFILTRATE THE CAMS FACILITY

Your first assignment takes place on the miserable, sandy outskirts of a key CAMS facility. The mysterious Client will check in with you to fill you in on the details of the mission, but don't expect to get a glimpse of the character—whoever it is has decided to remain anonymous for now. Take a moment to get accustomed to your new Aegis suit before heading to the facility.

MAP KEY

Knowing is half the battle, so study the symbols below to decipher the mission maps ahead.

S START F FINISH

ENEMY
The meanest bots CAMS can throw at you.

FULL HEALTH
Completely replenishes your health bar.

PARTIAL HEALTH
A small health boost. Every little bit helps.

FULL ENERGY
Completely replenishes your energy bar.

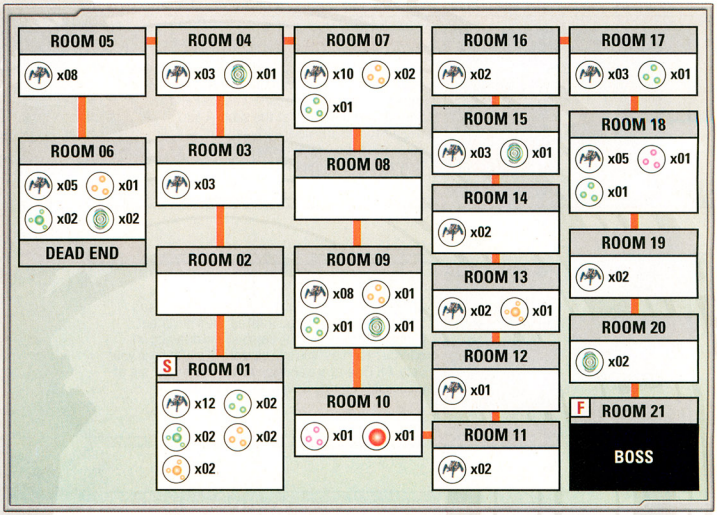
PARTIAL ENERGY
A small energy boost. About time for an Energy Drive?

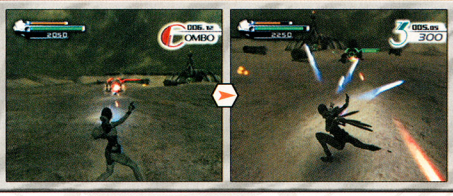
CONTINUE
One extra continue.

CONTINUE x3
Three continues. You can't afford to miss these.

CANISTER
A grab bag—you may get what you need, you may not.

SHOP PORT
Midmission window-shopping.





COMBOS FOR CASH

Rush to destroy bot after bot before the combo timer runs out to multiply your bonus points. Try using Energy Drives to crush a horde of bots quickly—and rack up the big combos and even bigger bucks!

ROOM SERVICE

You'll earn a big bonus if you can clear a room without suffering damage. The bonus often adds up to pay even more than combos, so take care to avoid even the lightest damage if you want to collect.

ROOM 07

Watch the firing pattern of the bots and spin into the open doorway when they stop firing. Destroy the two bots with Palm Shots, then use an Energy Drive when four more bots appear. Use it again to wipe out the final set of four bots.

ROOM 09

Use an Energy Drive as soon as you can to take out two bots and damage the two cannons. As the cannons prepare to fire, run into the hole ahead and duck while they unleash their beams. When the beams stop, destroy both with your Palm Shot.

BOSS BATTLE

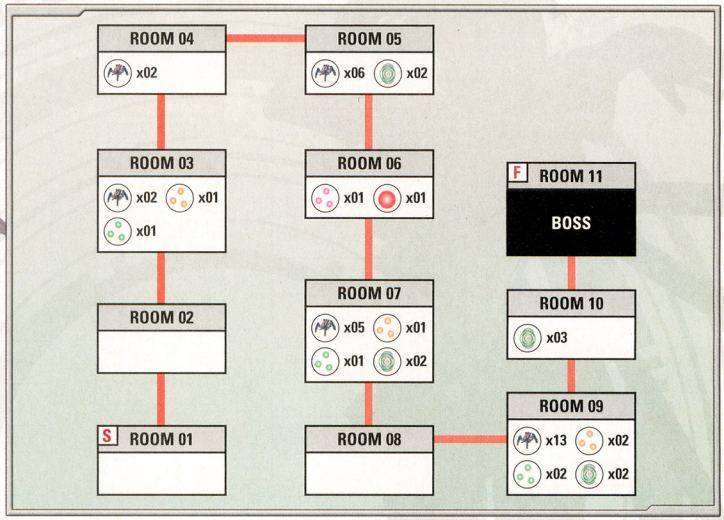
Bosses don't get much bigger than Mister Giraffe! Use an Energy Drive as quickly as you can on the mech monstrosity, but be prepared to be pulled away from the fight. The Client isn't confident that you can handle the boss yet, but you'll have your opportunity.

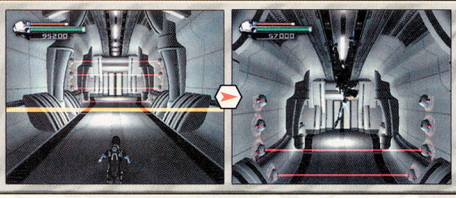
MISSION 02

SHUT DOWN THE REACTOR

You may be aching for a second round with Mister Giraffe, but you'll need to shut down the energy reactor first if you're going to have any hope of bringing the pain. You should have some cash to spend on upgrades or a new suit, and you can play an unlimited number of trial missions to build up your bank account. The more trials you pass, the bigger the bonus.

INTERA FUSION





LASER TRAPS

To navigate a laser trap successfully, you'll need to rely on Vanessa's acrobatic talents. Always observe the pattern of lasers before attempting to pass them. Most traps require jumping, but remember that you can roll beneath some of them.

ROOM 05

Room 05 gives you a chance to cut loose and let some bots feel your awesome Energy Drive. Take an angle that allows you to target all three bots with a single Energy Drive, but make sure the cylinders won't deflect your shots. Do the same for the last three bots.

ROOM 07

It'll require some smooth moves to pass the room, but Vanessa can handle it easily. Start by gunning the bot straight ahead, then go through the tunnel, turn around and jump up to face the bots above. Focus on one at a time, but watch out for the missile bot!

ROOM 09

Three-tiered Room 09 can cause a lot of grief, so aim for clearing a tier completely before tackling the next one. On the third tier, run toward the door to make a mass of bots teleport, then hit them all with a well-placed Energy Drive.

BOSS BATTLE

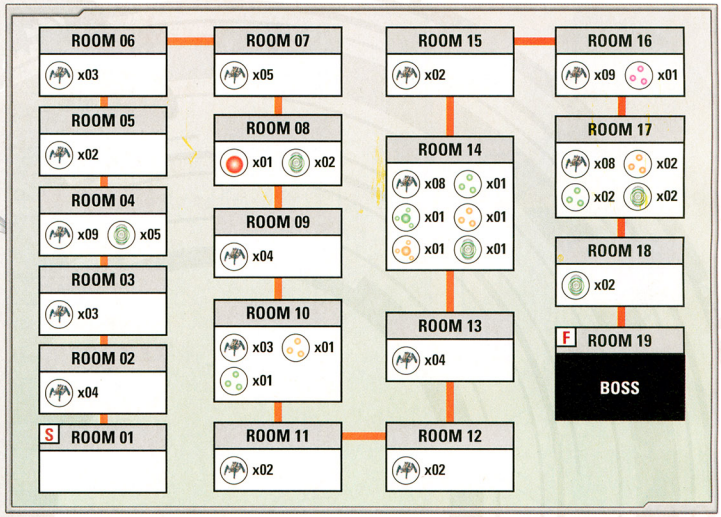
Two beam cannons and a force field guard the eye of the reactor. When the force field drops, use a ranged Energy Drive then quickly backflip way back to the entrance while the beams fire. Repeat the cycle when the field drops, and demolish the eye.

MISSION 03

DESTROY SONNENBLUME

The Client is giving you the choice to take care of some unfinished business by destroying AAF-03 Sonnenblume, aka Mister Giraffe. "Sonnenblume" may be German for "sunflower," but the boss is anything but cheerful. To beat Sonnenblume, you'll need to hit the shop and buy a new suit or some upgrades. Gear up and get ready—you've got a score to settle.

—PRIMA GUARDIAN—



A STYLIN' NEW SUIT

Now that you've saved up some scratch, it's time to think about buying a new suit. The Prima Guardian is an excellent choice—it has strong defense, a powerful set of Energy Drives and automatic capability. Play the trial missions if you need cash.

ROOM 04

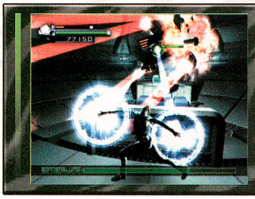
Turn and take down the two flying bots to the right. If they disappear, wait for them to reappear, and finish them off. Room 04 is huge and packed with enemies, so take it slow and spin in and out of cover. Watch for canisters and destroy every enemy to proceed.

ROOM 14

Focus on immediately destroying the two beam cannons in front of you. Make use of the cover to the left and right of the entrance. Pick off enemy bots one at a time and watch out for the second set of beam cannons, on the floor above.

ROOM 17

Waste the bots on the first tier before moving up to the second and third. It's a good room for scoring a hefty combo, but it won't be worth it if you get eliminated. Several of the bots fire missiles, so stay at a distance and clear the room.



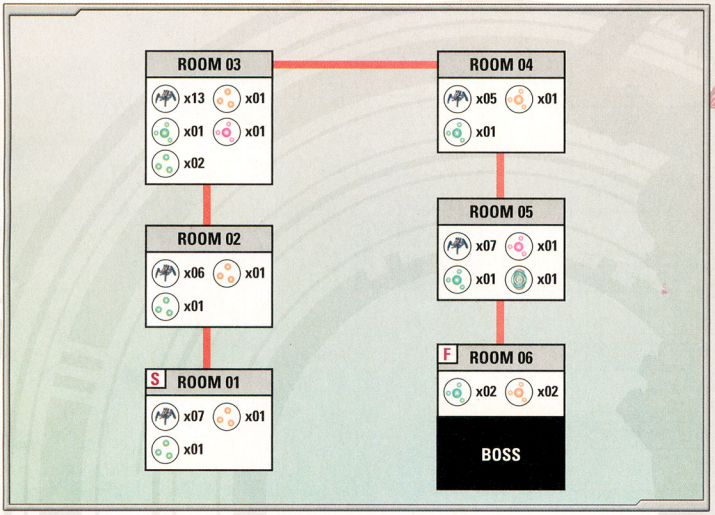
BOSS BATTLE

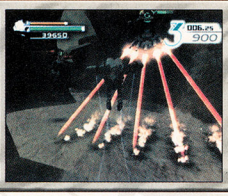
Pound Sonnenblume's head as quickly as possible with as many Energy Drive attacks as you can. Sonnenblume shouldn't survive long, but if you run out of energy, dash to the side to avoid the beam's blasts. When the beams stop, light up Mister Giraffe.

MISSION 04

DESTROY THE CORE

If you felt claustrophobic in the cramped corridors inside, you'll be relieved to see that Mission 04 takes place outdoors. The secretive Client who signs your paycheck has sent you to destroy the core of the enemy units' insertion point. Take advantage of the wide-open spaces and pick off enemies from extreme range, but prepare for a whole new breed of bot.





ROOM 01

Even with an upgraded Palm Shot, it takes an astronomical number of hits to take down a flying bot. Spinning won't help you evade their energy beams, so run away until they stop. Eliminate one at a time and clear the room.

ROOM 03

The best way to trash the huge bot ahead is to attack it from the side. It won't be able to fire on you and will try to turn slowly and face you, so keep moving to stay to its side. The remaining skimmers are easy targets and make for a great combo opportunity.

ROOM 04

There's a full energy power-up in the middle of the room, so feel free to go wild with Energy Drive attacks and annihilate the three big bots that guard the room. Fight smart and use all of your stored energy before picking up the full energy power-up.

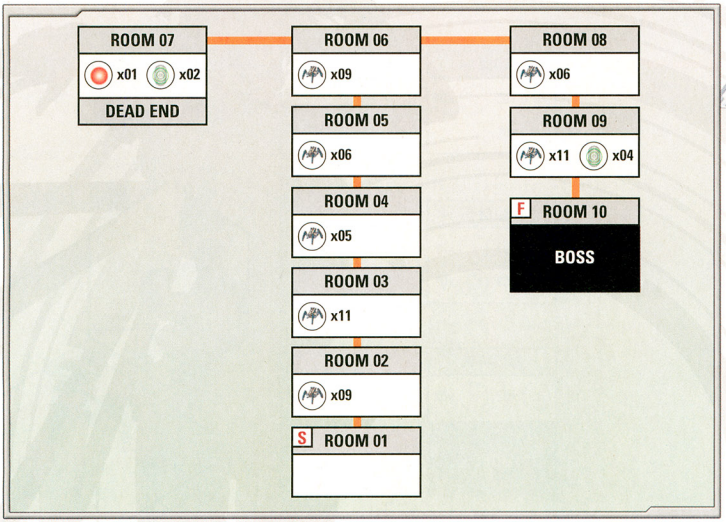
BOSS BATTLE NP

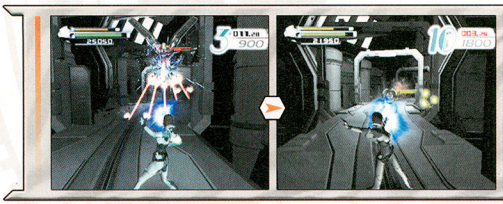
To eliminate the swarm of enemy bots, use cover to protect your blind spot while you fire at the opposite side of the room. Be sure to make the most of Energy Drive attacks by targeting multiple enemies at a time. Focus on wiping out the small bots first, then mop up the last few big bots.

MISSION 05

DESTROY THE COMMAND TOWER

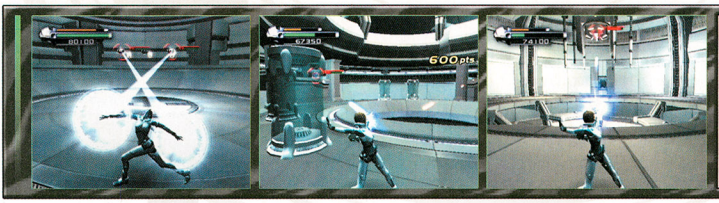
The Client doesn't explain why the CAMS command tower is the next target slated for demolition, but you're paid to fight, not ask questions. The command tower is heavily defended, but on the bright side, a horde of bots makes for excellent combo opportunities. Upgrade your current suit, but start accumulating a nest egg to buy a powerful Ultra suit once they become available.





ROOM 03

Hose down each enemy as it appears, and keep marching forward to build up a colossal combo. The flying bots can take a lot of punishment, but if you can destroy all of the enemies in one combo, it'll be worth over 20,000 points.



THE BOSS

As early on as possible, use an Energy Drive to thrash the three missile turrets. On the second floor, use cover to protect yourself while concentrating on two turrets at a time. Climb to the third floor and destroy the seven enemies above from the safety of the covered walkway. Then go for the eye!

INTO THE HEART

OF THE MACHINE

You've dealt a string of blows to CAMS and earned a sizeable bonus in the process, but you've yet to penetrate the deepest depths of the merciless machine and the identity of the Client is still a mystery. As you push closer to the CAMS core, you'll encounter even more ferocious bots and exotic bosses, but you'll have a response—the most powerful Aegis suits of them all.

EVERYONE
E
CONTENT RATED BY ESRB

ACT/RPG

Embark on an epic journey! Real-time multiplayer action, up to 4 players at once!

SEGA®

Customize your character by selecting from various color schemes, weapons, and armor.

THE RPG REVOLUTION

Collect over 350 demons by using the special fusion system! Unlock stronger ones by trading!

Over 30 Hours of intense role-playing game play!

EVERYONE
E
CONTENT RATED BY ESRB

GAME BOY ADVANCE

RPG

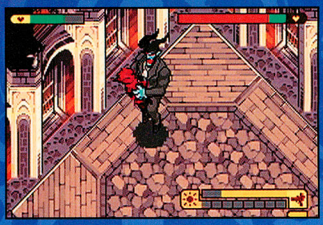
ATLUS®

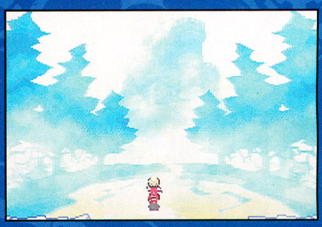
Shining Soul: © 2003 SEGA CORPORATION. Exclusively co-published by Sega and Atlus U.S.A., Inc. SEGA, SEGA logo and "Shining Soul" are registered trademarks or trademarks of SEGA CORPORATION.
DemiKids: © 2002, 2003 Atlus. Game Boy Advance and the Game Boy Advance logo are trademarks of Nintendo. © 2001 Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association.

boktai™

The Sun is in Your Hand

WHEN HIDEO KOJIMA, THE GENIUS BEHIND THE METAL GEAR SERIES, HAS A BRIGHT IDEA, VAMPIRES HAD BETTER RUN FOR COVER.





EVERYONE
E
CONTENT RATED BY ESRB
Fantasy Violence

©2003 Konami Computer Entertainment Japan

QUANTUM LEAP IN GAMING

No one does stealth better than Konami's Hideo Kojima, whose Metal Gear series has made sneaking around a lone wolf's most effective weapon. Now Kojima has created a new spin on stealth with Boktai—a solar sensor on the Game Pak dramatically impacts game play. The story line is pure Kojima—dark and apocalyptic—set at the End of the World. The undead Immortals have bled the world dry and abducted the Moon Beauty. As the last Vampire Hunter, you'll take a stand against the undead forces. You'll be armed with the solar-powered Gun Del Sol. Play in the dark at your own risk.

THE SOLAR SENSOR: A VAMPIRE'S WORST ENEMY

The Pak's Solar Sensor absorbs sun rays—the stronger the light, the more that game environments and the Gun Del Sol are affected. If you play Boktai outside on a bright day, you'll be able to fry evil sunny-side-up in a hurry. If you play on a cloudy day, the challenge will be far greater.

BE VERY AFRAID OF THE DARK

Playing Boktai in the sun (and in daylight hours) makes all the difference. The Gun Del Sol holds a limited amount of sunlight in its battery. You'll recharge it often, but the Gun Del Sol isn't the only thing affected by the real-world factors.

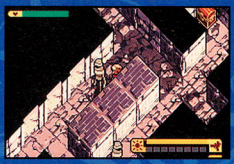
Trauma in Real Time

Nothing's more terrifying than facing creatures of the night in their own element. So Boktai kindly incorporates an internal clock into game play. As day turns to night in the real world, Boktai's world follows suit.

THRIVE IN THE DAY

The undead are more sluggish during daylight hours, when they withdraw to their crypts and caves. Play in the day if you're just beginning your vampire hunt.

SURVIVE AT NIGHT



Advanced players may want the challenge of banishing the undead at night. You'll be at a double disadvantage: They'll be faster, and you won't have sunlight.

A Few Rays of Hope

Sunlight detected by the Solar Sensor not only powers the Gun Del Sol but also affects Boktai's environment. For example, water puddles, which can stymie stealth, will dry up in sunlight.

CATCH SOME RAYS

In the game, sunlight occasionally reaches the inside of catacombs and other indoor areas through skylights—but only if sunlight is hitting the Pak's Solar Sensor.

SAVE 'EM FOR LATER

All is not lost if you play at night or on an overcast day. You can recharge at Solar Stations, which store sunlight that the Solar Sensor has absorbed.

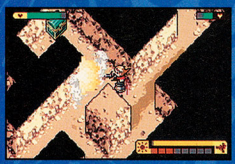
Give 'em a Severe Suntan

Though you'll use lots of stealthy moves to avoid your foes or fool them into doing your bidding, you'll use the Gun Del Sol at critical moments to destroy the undead. You'll need to master not one but two sunlight-powered devices to ultimately defeat the Immortals.

TAKING ON THE UNDEAD

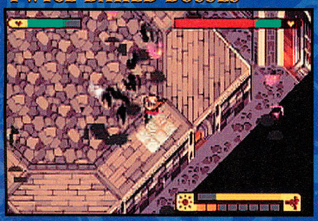
Some enemies such as the rolling Golems will be less active in sunlight, while others will be damaged by the sun's rays.

If you run out of battery power and don't have immediate access to sunlight or a Solar Station, use a rare Solar Nut to power up.



Your gun can equip devices that change its effect, such as the wide-arc Knight Frame, which will help you defeat specific foes.

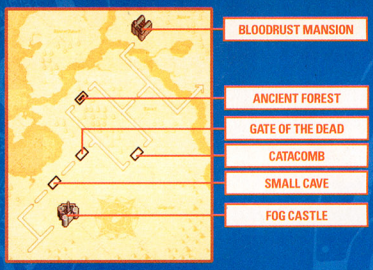
TWICE-BAKED BOSSES



To destroy an Immortal, you'll take a two-part approach. First you'll use the Gun Del Sol to weaken it. The creature will fall into its coffin, which you'll need to drag through extensive hallways to an outdoor area. There you'll raise the arcane Pile Driver from the earth. When the Solar Sensor is activated, the Pile Driver will shoot beams of light at the Immortal.

REVENGE COUNTDOWN

You haven't been made a Vampire Hunter by accident. You've inherited the responsibility from your father, whose life was cut short by The Count. With your father's Gun Del Sol in your hand, and his blood-soaked scarf around your neck, you'll head into Istrakan—the sprawling City of Death—to exact justice on your father's slayer. You'll start your vengeful epic at Fog Castle, where you'll drag The Count out of his abode for a (surprisingly early) reckoning with your Pile Driver. But he'll end up dragging you much farther into Istrakan.



Fog Castle

You'll start your quest with its end already in sight—what luck. At Fog Castle, you'll experience what it's like to abduct and roast a vampire.

OUTCREEP GHOULS

Ghouls will spew Klorofolun—balls of life-sapping energy—if they see you. Sneak around the dippy creatures.

THE PILE DRIVER

After you fight The Count inside and pull his coffin to the Pile Driver, you'll need to supplement the machine's beams with Gun Del Sol blasts.

Small Cave

No wonder victory seemed too easy: The Count had planted a decoy in Fog Castle. You'll need to track down the real deal through Istrakan, continuing through a Ghoul-plagued cave.

SOLAR SUCKER PUNCH

Sneak behind the undead before shooting them. You'll use much less battery juice to roast them.

COOK UP SOME HOT WINGS

Dungeons usually end with a trap that you must survive to exit. In the Small Cave, dozens of bats will attack. Use the Axel Frame you'll find in the cave to fire a sweeping ray at them.

Gate of the Dead

Each dungeon along the way to Bloodrust Mansion gets progressively larger and harder. The Gate of the Dead introduces you to a few new obstacles.

PUSH 'EM AROUND

You'll find movable blocks strewn throughout the forlorn area. You can only push—not pull—them.

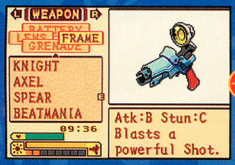
BUST 'EM FOR WEAPONS POSSESSION

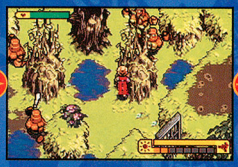
In the dungeon's trap, you'll encounter a huge possessed sword that swings at you. Worse yet, it'll split into several blades that attack. Play in bright sunlight—the Solar Sensor will send evil-slaying sunlight through the room's skylight.

Ancient Forest

The forest will provide you plenty of sun—if your Solar Sensor is picking up light. You'll need the energy to fire strong blasts at the self-bowling Golems before they roll over you.

BOWLING FOR GOLEMS



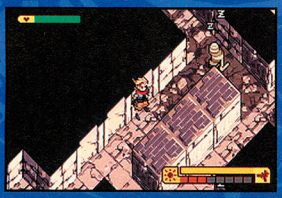


You'll discover a new Gun Del Sol implement, the Spear Frame, within the forest. Equip it to better gut the thick-skinned Golems, which will tuck into a ball and swiftly roll toward you if they see or hear you. You can sneak around the lumbering foes. Avoid stepping in the puddles, or they'll pick up on your location.

Catacomb

The Mummies that plod through the Catacomb can't see you. No need to hide in shadows—the bandaged fools will amble right past, if you employ your stealth intelligently.

KEEP YOUR WHEREABOUTS UNDER WRAPS



The Mummies can't see you, but they have superb hearing. When you see one, press yourself against the wall and stay still until it passes. If you need to get past a Mummy that's patrolling a hallway, rap on a wall—it will head for the spot. Then you can attempt to evade it.

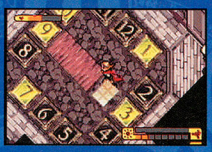
EXPLOIT THE FIRE HAZARDS

Mummies are also highly combustible. Your Gun Del Sol won't light them on fire, but bombs will. In the Catacomb, you'll walk across floor plates that will drop bombs on the spot. Time your movement carefully—the bomb will explode when a Mummy approaches it.

Bloodrust Mansion

You've pursued The Count to his true lair, but finding his resting place is far more difficult in the gigantic mansion. You'll need stamina and lots of sunlight.

THE REAL DEAL IN COUNT-HUNTING



To reach The Count's chamber, you'll need to solve the mysteries of the final two puzzle rooms. In the first, you must pull one of four levers. The garden pathways form a number. Pull levers that sum to the garden number. In the second room, solve the clock puzzle by using the clues in the adjacent library.

THE COUNT NP

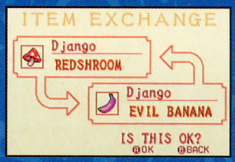
The Count will summon swords, raise floor spikes and lunge for your jugular—he's no decoy.

Avoid a long battle by employing a sneaky tactic: Play in sunlight. Shield the Solar Sensor until The Count passes over the skylight spot. Remove your hand and let deadly sunshine wash over him.

MULTIPLAYER

Players can link up to trade items and mystical emblems and to play one of the most fun multiplayer modes on the GBA. Up to four Vampire Hunters can meet on one of several arenas filled with booby traps and roaming undead. The most successful players will earn lots of rewards.

TRADE

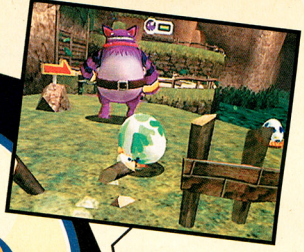


BATTLE

THE STORY'S JUST HEATING UP

You've roasted The Count. But in true Hideo Kojima form, Boktai's story holds wicked surprises. Just beyond Bloodrust Mansion, you'll encounter the nearly dead Solar Tree and your evil doppelganger. Legions of undead minions await, so grab your Gun Del Sol and let the sun shine in. They won't take it with a grin.

BILLY HATCHER and the Giant Egg



©SONICTEAM / SEGA 2003

BILLY HATCHER'S BRINGING DAYLIGHT BACK TO MORNING LAND, AND HE NEEDS YOUR HELP. WHAT ARE YOU, CHICKEN?

ESRB: EVERYONE — E — Mild Cartoon Violence

Egg Roll, Anyone?

There's no question about it: The egg comes first. Eggs are the essential ingredient in Billy's quest to save Morning Land. By walking up to a nest and pushing toward an egg, Billy begins rolling it in front of him. Pull the Control Stick back to stop, and back again to release the egg. Armed with a trusty ovoid, Billy can flatten any enemy. Press A to leap, then tap A again to bounce even higher or tap B for an egg dunk that hits multiple enemies. And with the B Button, Billy can throw eggs from a distance.

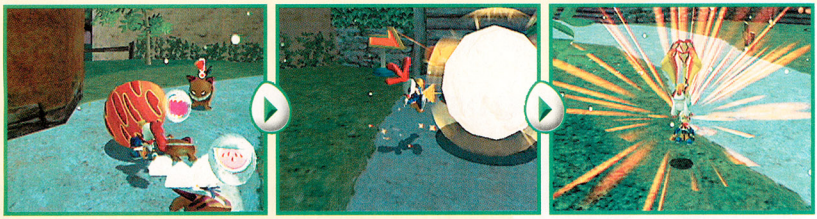
EGG CONNECTIVITY

While Billy hatches eggs on screen, you'll pick up items that expand the adventure onto your Game Boy Advance in a Joy Gallery of minigames.

Hatch-It Man

Eggs are more than just weaponry—they often contain animal friends or items to help Billy on his way. When an enemy is steamrollered into submission, it will give up a piece of food in a glassy bubble. Roll over the bubble to feed your egg. Eggs grow after feedings, and, when you've fed them enough, they're ready to hatch.

HOW TO HATCH AN EGG



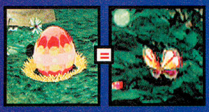
Eggs grow in two stages. After the second stage, the egg will glow and pulse; that's the sign it's time to hatch. Call to the egg using the R Button to release the contents.

All About Eggs

Most eggs enclose something that could be helpful or even essential to Billy. Whether it's an animal ally or an addition to your chicken suit, knowing the difference between eggs will help you avoid coming up empty-handed at a crucial moment. Approach newly hatched animals to join forces with them. There's safety in numbers.

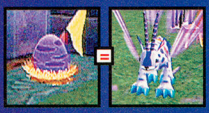
BOMB

Sometimes a fella needs gadgets more than friends. Pick up a bomb and launch it at your enemies for an explosive attack.



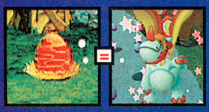
BUTTERFLY

A butterfly gives Billy an extra life—handy when you're perfecting that bounce-jump and accidentally overshoot the cliff.



DOG

A flying companion comes in very handy when you're faced with multiple opponents. Sic him on your enemies. Good dog.

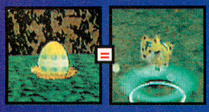


HIPPO

The winged hippo will follow you wherever you go, and his fireball attacks are devastating.

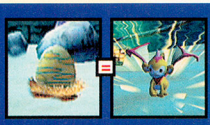
IGUANA

A powerful friend with a nice big energy attack, the iguana's a good companion on your journey.



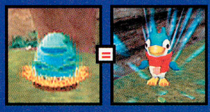
KITTY CAT

Nice kitty. It's cute and furry, but it also has a powerful energy attack. No wonder some folks just aren't cat people.



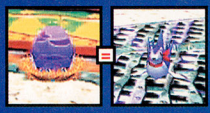
MONKEY

The monkey's attack is electrical—arcing bolts of lightning follow him around. And his wings let him follow you over water.



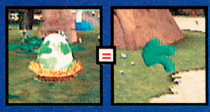
PENGUIN

The cute little penguin packs a big, watery wallop. He'll waddle alongside you, then make a splash attack on command.



SEAL

The seal's weapon is ice. By cooling off your enemies, you'll slide right by. The ice attack is especially handy when faced with fire.



GREEN HAIR

The green coiffure surrounds the egg with a vortex of air while you push it and offers better protection, too.

PURPLE HAIR

The violet wig encases any egg you possess in a thick layer of ice. Perfect for staying comfortable during those hot moments.

SILVER HAIR

Any egg you push turns a reflective silver with this hairdo, and silver eggs are tougher than normal eggs.

EGG-CITEMENT! ACTION! DRAMA!

Billy Hatcher combines mazelike levels with tests of your timing, problem-solving skills and ability to handle several enemies at once. Bring the sun back to Morning Land by fighting your way through six levels of egg-rolling action.

FOREST VILLAGE

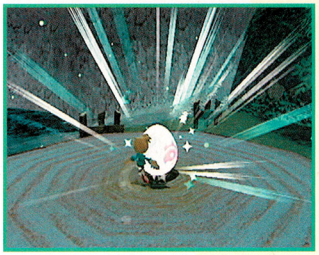
Forest Village has been besieged by crows, and it's up to Billy to defend it. His first mission: Free kidnapped Chicken Elder Oma-Oma and bring daylight back to Forest Village. The level introduces the various jumps and attacks possible with an egg.

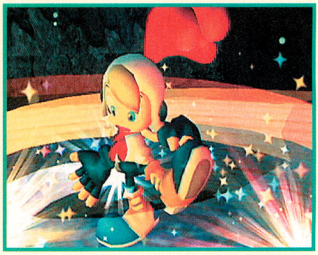
MISSION 1: SAVE CHICKEN ELDER OMA-OMA!

HOW TO MEET CHICKS

By pressing the B Button, you can talk with various chicken characters. Chat up every chick you see for helpful tips and information.

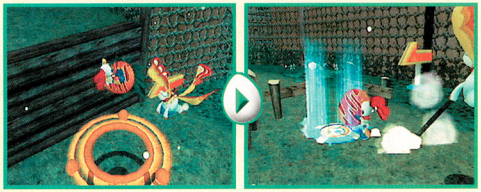
THE LEGENDARY CHICKEN SUIT





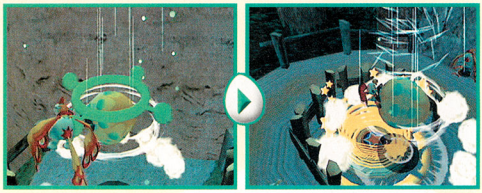
Atop a tree stump you'll find a snazzy new set of threads. The Legendary Chicken Suit allows you to take control of eggs. The hat and the shoes might be a little tacky, but that's a small price to pay for being able to attack, hatch eggs and jump.

GET UP TO GET OUT



The brown ring floating in space is like a giant rubber band—you'll encounter several throughout the game. Jump onto it while holding an egg, then press A to be shot high in the air.

OVAL EASY



Green rubber rings have greater range than brown ones. Jump on the green ring and use it to leap onto the ledge. You'll see a switch with a star on it—push it down by performing a bounce-jump over it (tap A in the air).

CROSSTOWN EXPRESS

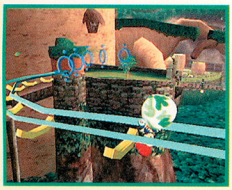
Once you've gone through the gate, you'll be able to leap up into a series of blue rings that shoot you through space.

RED BADGE OF COURAGE

The boss defends the golden egg that contains Oma-Oma, the elder you want to rescue. Don't worry, the boss is vulnerable to your attacks at all times—just keep that egg coming at him. Once you've depleted his life meter, the cage will fall away, and it'll be up to you to hatch the egg. Just don't lose it or let it break, or you'll have to start over. Once Oma-Oma is free, he'll reward you with a red Emblem of Courage.

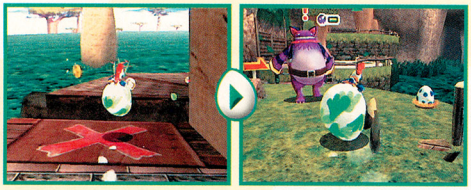
MISSION 2: DEFEAT ERA GECKO

ROLLERBALL



Bounce-jump your way onto the rails and roll down to the gateway. It's a fast, if dizzying, way to travel.

LET'S THROW DOWN



You'll need to beat all the enemies in front of the gate before you can enter. Steer carefully down the slope past the prickly trees (one hit is all it takes to lose the egg). Hit the big guy at the bottom three times to topple him.

RULE THE ROOST

To unlock the cage that contains the green ring, defeat every enemy in the area. Try your running attacks.

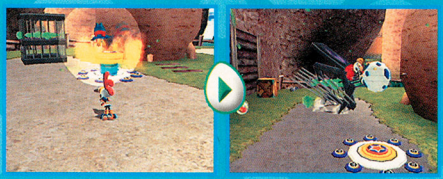
OVER AND OUT

If you time your jump well, the rotating green ring will put you on the shore—not in the drink.

HATCH A PENGUIN

Use the light blue egg in the corner of the area to fight enemies—it contains the penguin you need to put out the fire. Defeat the biggest enemy first; don't waste time hatching the empty blue-and-white egg.

PUT OUT THE FIRE



You can't approach the switch while it's on fire. Once you've hatched the light blue egg, use the penguin's water attack to put out the flames, then bounce-jump to depress the switch.

TO THE WARP GATE

Moving through the series of rings that lead to the warp-gate platform is a matter of timing and aim. Remember, you can move in midair, so tap forward slightly between rubber rings to cross the gap.

DEFEAT ERA GECKO

Era Gecko looks big, but his exterior hides a tiny creature inside. There are plenty of eggs to use against him, but you have to attack at the right time.

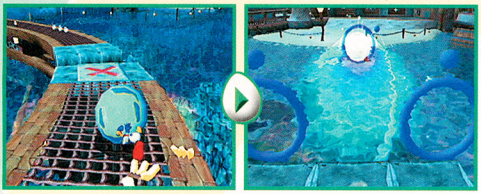
After Gecko makes his spitting attack, he'll shrink to a tiny size. Find him in the grass, knock him flat and keep rolling the egg over him until he gets up. Stay away until he shrinks, then repeat.

PIRATES ISLAND

Now that you've mastered bounce-jumps and throwing attacks, it's time to take Billy to the next level. Captain Glur is holding Chicken Elder Uri-Uri captive, and you'll have to fight your way from sea to shining sea to save him.

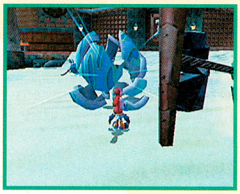
MISSION 1: SAVE CHICKEN ELDER URI-URI!

DANGEROUS CURVES AHEAD



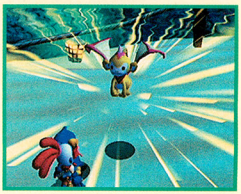
The whole level is set on or above water, and you'll learn quickly that the water isn't for swimming. The electric rings are a handy way to avoid getting wet, or worse.

HATCH A PENGUIN



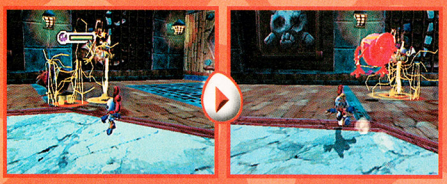
The light blue egg gives you a penguin companion who is both cute and handy in battle.

HATCH A MONKEY



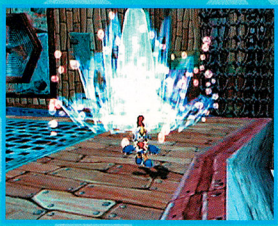
The greenish eggs yield winged monkeys, who rain down electricity on your opponents.

WITH A LITTLE HELP FROM YOUR FRIENDS



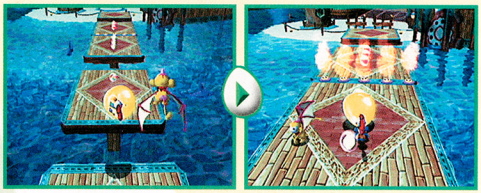
Your monkey companion can help you fight the toad on this level—his lightning attacks will keep you from having to get too close.

FIRE AND WATER



Your penguin's distance attacks can easily quench the fire on Pirate's Island. Get a sense of your range. Standing the right distance from the fire, you can drop a big splash right on top of it. If you overshoot it too many times, though, the penguin will leave you.

CROSS CAREFULLY

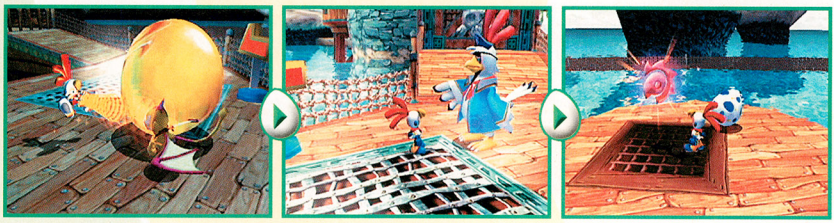


Leap the gaps, or you'll end up shark food. And avoid getting cooked by the flames. Mmm, tastes like chicken.

NO TWO EGGS ARE ALIKE

The henchmen offer an opportunity to experiment with different types of animal companions. You'll start to recognize which egg bears which and tailor your attacks.

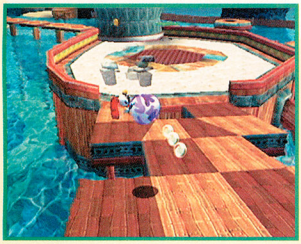
YOU CALLING ME, CHICKEN?



Elder Uri-Uri is trapped in a golden egg. Roll it carefully through the level to hatch it—if you drop it in the water, you'll have to start over. Once you've hatched the egg and freed him, you'll receive another Emblem of Courage.

MISSION 2: HURRY TO THE PIRATE SHIP!

IT'S NICER ON SHORE



Roll down the ramp and leap the gaps to reach the safety of the platform. You can steer right and left, but it's best to ignore the fruit and rely on your jumps to get you over each gap.

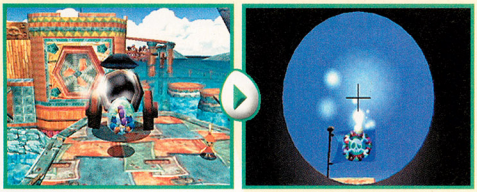
STAY FAR AWAY

You must hit a toad three times in quick succession, so if you miss one of your chances, get away from him immediately—his tongue attacks are dangerous.

KNOCK KNOCK

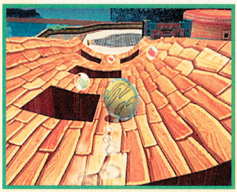
All the doors on the level are controlled by fancy switches with stars on them. Bounce-jump onto the switch to make the gate drop. Isn't modern technology wonderful?

AIM HIGH



When you approach the cannon, you'll find yourself inside it and able to aim where you'd like to go. Aim above the flag on top of the castle's battlement; you'll hit the fabric and land gently onto the wall.

ROUGH ROAD

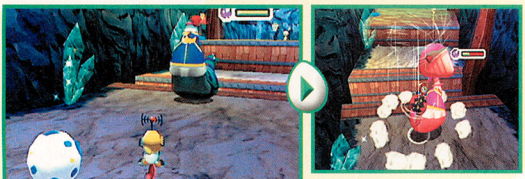


Roll down the trough and press A to leap over the holes. Don't be tempted by the fruit. Sharks, remember?

IN YOUR EYE

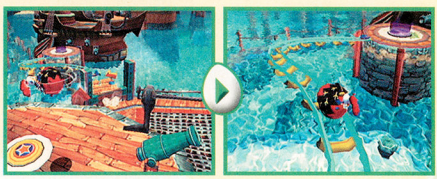
In the other cannon, you're trying to launch yourself through the skull's eyes. Aim just above the eyebrows.

NICE MONSTER. WANT AN EGG?



Hatch the bomb egg and toss. When the monster eats it, bounce-jump on him three times. You can also just skip him.

ALMOST THERE



You'll be under constant cannon fire as you approach the warp gate, so keep moving. Bounce-jump onto the switch, then roll down the track to reach the warp-gate. Take a deep breath. Captain Glur is no wimpy frog.

CAPTAIN GLUR

Sneaky Captain Glur—he's a menace. He spreads water all over the decks, then hides inside each puddle to jump out and attack. Be patient with your attacks, or he'll get the drop on you.

Glur will ward off your blows while he's in motion. The only way to defeat him is to wait until he stands still; then you can attack him. For extra safety, attack him from his aft end. No, really. That's the nautical term.

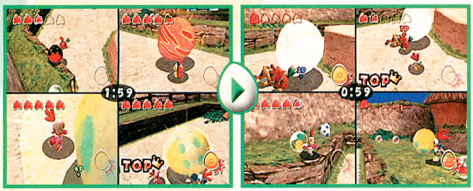
Two- and Four-Egg Omelette

When you've saved Morning Land and you're tired of perfecting your bounce-jump, it's time to have an egg fight. Think the game's too cartoonish for you? Then you obviously haven't had the great pleasure of stealing eggs from your friends.

Time Mode

It's a race against the clock—score as many hits on your opponent as possible in the time allowed. Don't waste time hatching, but remember: The larger an egg, the more damage it does.

Short-Order Cook



The key is to pick up an egg immediately and go on the offensive. Look for the lion item—it makes you invulnerable. When two players armed with eggs square off, the one with the larger egg wins.

Survival Mode

In Survival mode you and your opponents each have a limited number of eggs at your disposal, and you duke it out until you exhaust your supply—or destroy your opponents'.

Fight Until Your Stock Runs Out

Having an animal or an item at your disposal will help you hang on to your supply of eggs. Use the hawk item to vaporize eggs, or go the less subtle route and simply bash enemy eggs until they break.

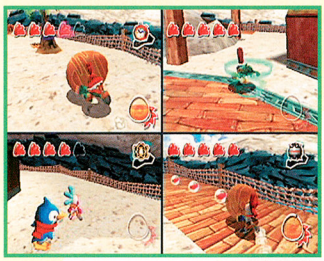
Hatch Mode

The player who hatches the most eggs wins. You can toss them at your opponents and bounce out of harm's way, but you'll lose in the end if you're left with fewer eggs hatched. The best part of the battle? Stealing an egg just as your enemy rears back to hatch it.

Don't Count Your Chickens...

One of the most useful items is the multicolored crystal, which makes every egg immediately hatchable. It's best to use it when your opponent is stunned. Keep tapping the R Button to run, making the best use of your time.

...Until They've Hatched



Once you've hatched an egg and have an animal by your side, use it right away on your opponents. The longer they're stunned, the less competition you'll have for the rest of the eggs. Try the sheep item, which puts enemies to sleep.

Last Word

Although its bright colors and upbeat feel make Billy Hatcher seem like a children's game, an hour or two in Morning Land will have even the most dignified adult addicted. From the pop-punk soundtrack to the yawning when Billy stands around too long, Billy Hatcher and the Giant Egg rolls comedy and action into one.

namco®
WWW.NAMCO.COM

SOULCALIBUR II ©1999 2003 2004 NAMCO LTD. ALL RIGHTS RESERVED.
NAMCO, SOULCALIBUR AND SOULCALIBUR II ARE REGISTERED TRADEMARKS OF NAMCO LTD.

SOULCALIBUR II

REFLECTIONS OF MAGIC. Exclusively on the Nintendo GameCube™, The Legend of Zelda's Link brings his own brand of weapons play into the Soulcalibur II arena. The battle will be hard fought with old Soulcalibur favorites and new masters ready to battle anyone with the guts. And the fighting continues with over 10 modes of play, including the new Weapon Master Mode, giving you the chance to unlock hundreds of weapons, costumes, arenas and hidden characters.

T
TEEN
CONTENT RATED BY ESRB

Violence
Suggestive Themes

NINTENDO GAMECUBE.

Stakes are out. Sun is in.

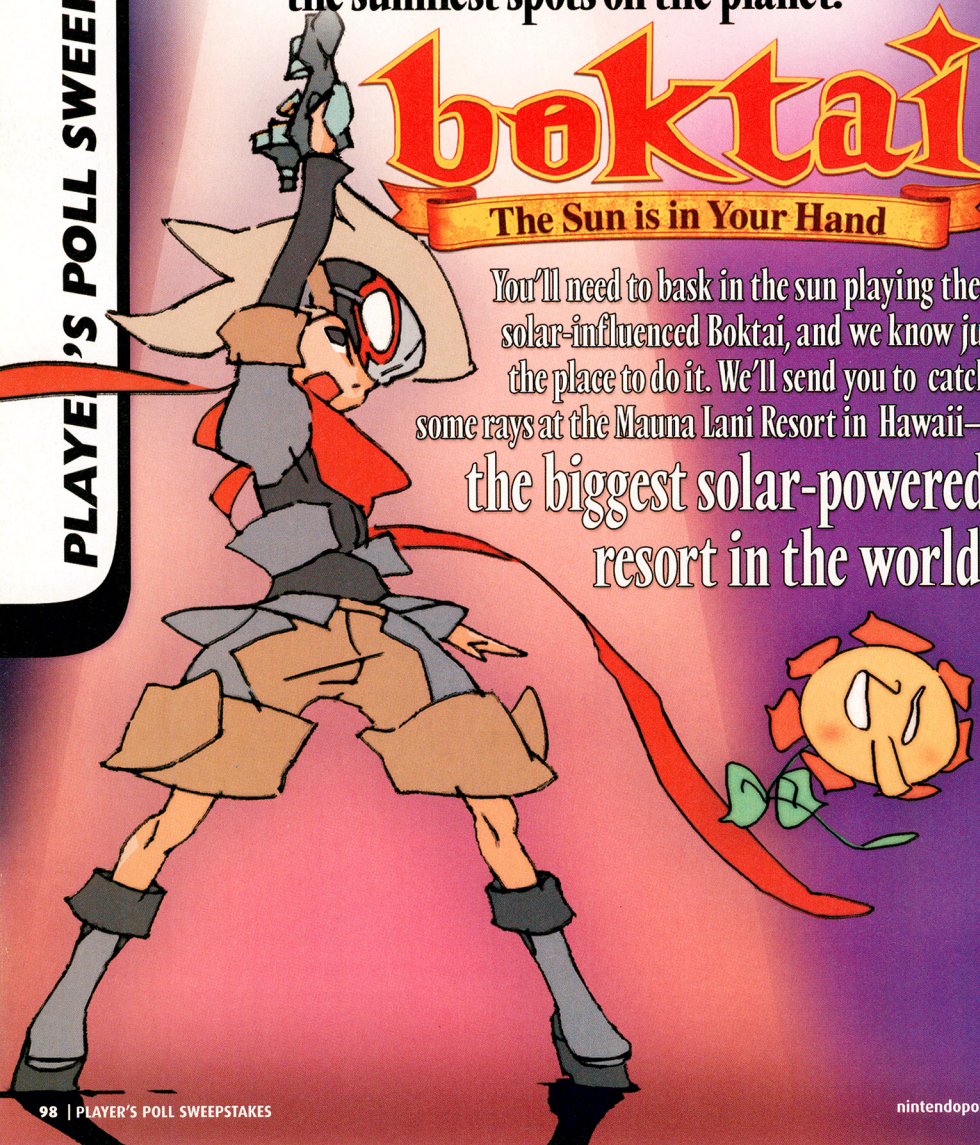
Fry Boktai's vampires at one of the sunniest spots on the planet!

boktai™

The Sun is in Your Hand

You'll need to bask in the sun playing the solar-influenced Boktai, and we know just the place to do it. We'll send you to catch some rays at the Mauna Lani Resort in Hawaii—

the biggest solar-powered resort in the world!



VOLUME 172 PLAYER'S POLL SWEEPSTAKES
FILL THIS OUT TO ENTER!

Name

Address

City State/Prov. Zip/Postal Code

Telephone No.

MBR# | | | | | | | | | | | | V
(Located above your name on the mailing label)

Birth Date M M D D Y Y

A. How old are you?
1. Under 6 2. 6-9 3. 10-12 4. 13-16 5. 17-24 6. 25 or older

B. Sex
1. Male 2. Female

C. Which of the following Nintendo characters is your favorite?
1. Link 2. Mario
3. Yoshi 4. Donkey Kong
5. Fox McCloud 6. Kirby
7. Samus Aran 8. Luigi
9. Wario

D. Which of the following classic Nintendo games is your favorite?
1. The Legend of Zelda (NES) 2. Metroid (NES)
3. EarthBound (Super NES) 4. The Legend of Zelda: Link's Awakening (GB)
5. Super Mario 64 (N64) 6. Kid Icarus (NES)
7. Punch-Out!! (NES) 8. Super Mario RPG (Super NES)

E. How interested are you in playing classic Nintendo games on GBA or GCN?
1. Very interested 2. Somewhat interested 3. Not interested

F. What console would you prefer to play classic Nintendo games on?
1. Nintendo GameCube 2. Game Boy Advance

G. Would you rather play versions of classic Nintendo games with updated graphics or the original graphics?
1. Updated graphics 2. Original graphics

H. Do you own a Nintendo GameCube?
1. Yes 2. No

I. Do you own a Game Boy Advance SP?
1. Yes 2. No

J. Do you own a Game Boy Player?
1. Yes 2. No

BACK ISSUE/PLAYER'S GUIDE ORDER FORM

Catch up on the classics! Order from among the Nintendo Power issues listed on the back of this form. The prices shown include the cost of shipping and handling.

Name

Address

City State/Prov. Zip/Postal Code

( ) | | | | | | | | | | | |

Place
First Class
Stamp
Here

Nintendo Power

P.O. BOX 97062
Redmond, WA 98073-9762

	Player's Guides Quantity (Limit 5 of each guide)		U.S. Price	Canadian Price	Total Amount
#51552	_____	F-Zero GX	$16.95	$19.95	$_____
#50972	_____	Advance Wars 2: Black Hole Rising	$16.95	$19.95	$_____
#48018	_____	Wario World	$16.95	$19.95	$_____
#51058	_____	Donkey Kong Country	$16.95	$19.95	$_____
#50480	_____	Golden wSun: The Lost Age	$16.95	$19.95	$_____
#50000	_____	Pokémon Ruby and Pokémon Sapphire	$16.95	$19.95	$_____
#49999	_____	Zelda: The Wind Waker	$16.95	$19.95	$_____
#48397	_____	Zelda: A Link to the Past/Four Swords	$16.95	$19.95	$_____
#48019	_____	Metroid Prime	$16.95	$19.95	$_____
#48021	_____	Metroid Fusion	$16.95	$19.95	$_____
#48020	_____	Yoshi's Island: Super Mario Advance 3	$16.95	$19.95	$_____
#47082	_____	Star Fox Adventures	$16.95	$19.95	$_____
#47649	_____	Animal Crossing	$16.95	$19.95	$_____
#47648	_____	Super Mario Sunshine	$16.95	$19.95	$_____
#45834	_____	Eternal Darkness: Sanity's Requiem	$16.95	$19.95	$_____
#45835	_____	Super Smash Bros. Melee	$16.95	$19.95	$_____
#45559	_____	Nintendo Power Advance v.4	$16.95	$19.95	$_____
#45558	_____	Nintendo Power Advance v.3	$16.95	$19.95	$_____
#45833	_____	Pikmin	$16.95	$19.95	$_____
#45832	_____	Wave Race: Blue Storm	$16.95	$19.95	$_____
#45836	_____	*Star Wars* Rogue Squadron II: Rogue Leader	$16.95	$19.95	$_____
#45831	_____	Luigi's Mansion	$16.95	$19.95	$_____
#45473	_____	Pokémon Crystal	$16.95	$19.95	$_____
#44621	_____	Zelda: Oracle of Seasons and Oracle of Ages	$16.95	$19.95	$_____
#44242	_____	Pokémon: Gold and Silver Complete Pokédex	$16.95	$19.95	$_____
#43475	_____	Paper Mario	$16.95	$19.95	$_____
#42941	_____	Zelda: Majora's Mask	$16.95	$19.95	$_____
#42940	_____	Pokémon Gold and Silver	$16.95	$19.95	$_____
#38735	_____	Zelda: Ocarina of Time	$13.00	$17.50	$_____

	Nintendo Power Quantity (Limit 5 of each issue)		U.S. Price	Canadian Price	Total Amount
#48014	_____	Volume 171 (Sep. '03)	$6.00	$8.50	$_____
#48012	_____	Volume 170 (Jul/Aug. '03)	$6.00	$8.50	$_____
#48011	_____	Volume 169 (Jun. '03)	$6.00	$8.50	$_____
#48010	_____	Volume 168 (May '03)	$5.50	$7.00	$_____
#48009	_____	Volume 167 (Apr. '03)	$5.50	$7.00	$_____
#48008	_____	Volume 166 (Mar. '03)	$5.50	$7.00	$_____
#48007	_____	Volume 165 (Feb. '03)	$5.50	$7.00	$_____
#48006	_____	Volume 164 (Jan. '03)	$5.50	$7.00	$_____
#46333	_____	Volume 163 (Dec. '02)	$5.50	$7.00	$_____
#46332	_____	Volume 162 (Nov. '02)	$5.50	$7.00	$_____
#46331	_____	Volume 161 (Oct. '02)	$5.50	$7.00	$_____
#46330	_____	Volume 160 (Sep. '02)	$5.50	$7.00	$_____
#46329	_____	Volume 159 (Aug. '02)	$5.50	$7.00	$_____
#46328	_____	Volume 158 (Jul. '02)	$5.50	$7.00	$_____
#46327	_____	Volume 157 (Jun. '02)	$5.50	$7.00	$_____
#46326	_____	Volume 156 (May '02)	$5.50	$7.00	$_____
#46325	_____	Volume 155 (Apr. '02)	$5.50	$7.00	$_____
#45250	_____	Volume 154 (Mar. '02)	$5.50	$7.00	$_____
#45249	_____	Volume 153 (Feb. '02)	$5.50	$7.00	$_____
#45248	_____	Volume 152 (Jan. '02)	$5.50	$7.00	$_____
#43638	_____	Volume 151 (Dec. '01)	$5.50	$7.00	$_____
#43637	_____	Volume 150 (Nov. '01)	$5.50	$7.00	$_____
#43636	_____	Volume 149 (Oct. '01)	$5.50	$7.00	$_____
#43635	_____	Volume 148 (Sep. '01)	$5.50	$7.00	$_____

State Sales Tax-Washington State residents add 8.8%; Michigan State residents add 6%; Massachusetts State residents add 5%; California State residents add 7.25%. Offer valid while supplies last! Allow four to six weeks for delivery. Enclose this card along with your payment or credit card information in a stamped envelope and mail to this address:

Nintendo Power Magazine P.O. Box 97032 Redmond, WA 98073-9732

Note: Issues and sets not on this list are either sold out or available in very limited quantities. Prices include shipping and handling. Prices subject to change without notice.

Subtotal	$_____
Sales Tax	$_____
Total	$_____

ENTER TO WIN!

1st Prize
1 WINNER

You and a guest will fly to the Kohala Coast of Hawaii for five days at the Mauna Lani Resort. You'll have plenty of sunshine—while lounging in a beach cabana—to keep your enemies quaking with fear as you play your copy of Boktai on a limited-edition Boktai GBA SP—complete with a coffin carrying case*.

2nd Prize
25 WINNERS

You'll broil The Count and Boktai's undead legions with your own copy of Boktai. The game soaks up rays even on overcast days, so you can play it no matter where you live!

3rd Prize
50 WINNERS

Garb yourself in the Gothic glory of a black Nintendo Power T-shirt.

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

Official Sweepstakes Rules

NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S. or Canadian residents (excluding New York, Florida, Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("Sponsor") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, either fill out and mail in the Player's Poll entry form or print your name, address, telephone number and the word "Boktai" on a postcard, and mail the entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 172
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per household. To be eligible to win a prize, entries must be completed and received by Sponsor by 10/1/03 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 10/15/03, winners will be randomly drawn from all eligible entries received by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 11/15/03. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on total number of eligible entries received. Many will enter, a total of 76 will win. No transfer or substitution of prizes permitted, except that Sponsor may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 11/15/03) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: One (1) Grand Prize winner will receive a trip for two (2) to the Mauna Lani Resort in Kohala Coast, Hawaii, a Special Edition Boktai Game Boy Advance SP* and a Boktai Game Pak for Game Boy Advance, (coach airfare, hotel accommodations, trip transportation while accompanied by Sponsor and meals while accompanied by Sponsor are included. Incidentals not part of prize package including/not limited to: telephone calls, facsimile charges, Internet access, spa/beauty salon services, golf, tours and gift shop purchases are the sole responsibility of the winner and their guests.) Approximate Retail Value (ARV) of Grand prize package is $6,000.00. Actual dates of trip to be determined by Sponsor. If winner is under 18 years of age, winner must be accompanied by parent or guardian. Second Prizes: Twenty-five (25) Second Prize winners will each receive a Boktai Game Pak for the Game Boy Advance. ARV: $35.00 each. Third Prizes: Fifty (50) Third Prize winners will each receive a Nintendo Power T-shirt, ARV: $10.00 each. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND, express or implied, (including, without limitation, any implied warranty of merchantability or fitness for a particular purpose). Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Affidavit not returned to Sponsor within 45 days after notice, will result in prize forfeiture. Airline and hotel accommodations will be selected by Sponsor at its sole discretion. Dates of travel are subject to availability. Guests of winner must be at least 18 years of age prior to winner's taking the Trip unless winner is the parent or legal guardian of the guest. Except as expressly specified, winner is responsible for ground transportation to and from the departure airport and all other expenses that winner or winner's guest incurs in connection with the Trip, including but not limited to, all applicable passport, visa, and entry/exit fees. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are Copyright © 2003 by Nintendo of America Inc.

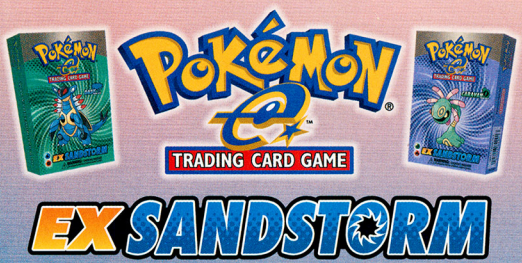
*Special Edition Boktai Game Boy Advance SP only available for sale in Japan.

After last month's preview of the new Pokémon Pinball, we heard from countless readers who were flipping out in anticipation. Your wait is over—the game comes out on August 25! And this month, we've got another big announcment, plus lots of strategy!

BRACE FOR THE STORM

Since the release of Pokémon-e TCG: EX Ruby & Sapphire, tons of Trainers have e-mailed us deck strategies and questions. Two of the biggest: When's the next expansion, and when are TCG tournaments starting up?

The official website (pokemon-tcg.com) has plenty of event info, so check the site often. But we'll spill the beans on two major developments right here: The second expansion of the EX series—EX Sandstorm—will explode onto the TCG scene in September. A prerelease tournament is slated for the weeks leading up to when EX Sandstorm blows into stores.



Pokémon-e TCG: EX Sandstorm delves into the secrets of Route 111 from the GBA game. Lileep and Anorith and their evolved forms, Armaldo and Cradily, will play a major part of the upcoming 100-card expansion, as will special Fossil Trainer cards. Also look for the even more powerful Stage 1 and Stage 2 cards that boost your favorite regular Pokémon. We'll have the full scoop on EX Sandstorm in next month's Pokécenter.

CARD COLOSSEUM

TCG Trainers have e-mailed us some powerful—and sometimes downright wacky—deck strategies, and we created Card Colosseum to share them with you. We're kicking off the new Pokémon feature with one of our own customized decks. Send your deck strategies to pokecenter@nintendopower.com.

SUBMISSION GUIDELINES

1. Use 60 cards to build your deck. You can't use more than four cards that have the same name—even if they have different art or powers.

2. Balance your deck. If you're new to deck-building, use a traditional balance: 20-26 Pokémon cards, 10-16 Trainer cards and 24-28 Energy cards.

3. Name your deck. Whether you call your deck something funny or frightening, make the name something that sums up the deck's strategy.

4. Create a taunt (optional). It's immature, but we like to get in our opponent's face each time our deck wins a battle.

DECK NAME: *HISS, SPIT AND SCEPTILE*
TAUNT: *"EAT KITTY LITTER!"*

Unleash Delcatty and Sceptile on your opponent with our Hiss, Spit and Sceptile deck. It features cards from the Ruby and Sapphire preconstructed decks, plus a few from EX Ruby & Sapphire booster packs. We've tapped into the undercurrent of both decks—ignoring Ruby's Fire-types and Sapphire's Water-types in favor of their Normal-type and Grass-type Pokémon. (Cards from Ruby are highlighted in red; Sapphire cards are in blue.)

4x	SKITTY	70/109
1x	DELCATTY	5/109
4x	TREECKO	75/109
2x	GROVYLE	31/109
2x	SCEPTILE	20/109
3x	TAILLOW	72/109
1x	SWELLOW	46/109
3x	KOFFING	54/109
1x	WEEZING	24/109
1x	NOSEPASS	18/109
1x	SCYTHER EX	102/109
1x	CHANSEY EX	96/109
2x	POTION	91/109
2x	ENERGY SEARCH	90/109
1x	PROFESSOR BIRCH	89/109
1x	PROFESSOR BIRCH	89/109
2x	POKé BALL	86/109
4x	SWITCH	92/109
24x	GRASS ENERGY	

These Pokémon from Ruby and Sapphire make good troopers. When you get a Delcatty or a Sceptile onto the field, their strategic roles change.

If you have a Bench full of wounded Pokémon, use Chansey ex's Healing Egg ability to bring them back to full health quickly.

The Hiss, Spit and Sceptile strategy relies on getting lots of Energy and Pokémon cards in a hurry. These cards help you get there faster.

Most decks use two kinds of Energy cards, but Sceptile's Energy Trans works only on Grass Energy. Open two Sapphire decks to get 24 of the cards.

SCEPTILE 20/109

Sceptile's Tail Rap is strong but unpredictable. Depending on how your coin tosses go, you'll do 0, 50 or 100 damage. Use the Tail Rap at your own risk.

Sceptile shows its true value in the deck when it uses the Energy Trans Poké-Power to power up Delcatty's Max Energy Source to terrifying levels.

DELCATTY 5/109

If you get Delcatty out before Sceptile, use Delcatty's Energy Draw to burn through your deck in search of Sceptile and lots of Energy cards.

After you have Delcatty, Sceptile and lots of Energy cards on the field, make Delcatty your Active Pokémon and unleash its Max Energy Source.

NOSEPASS 18/109

If your foe's Active Pokémon is an Evolved Pokémon, you can use Invisible Hand to pick any card from your deck—go for Evolution cards.

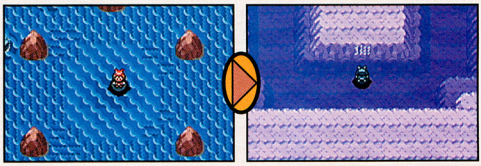
SCYTHER EX 102/109

A great asset in a Grass-based strategy, Scyther ex will carve up the competition with its Slash attack. It also has resistance to Fighting-types.

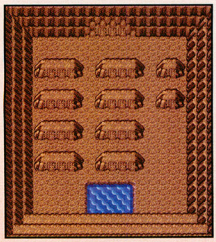
A MYSTERIOUS QUEST

Readers have also been clamoring for clues about where the Sealed Chamber is in Pokémon Ruby and Sapphire versions. We'll expose all of the underwater chamber's deep, dark secrets—and help you complete the hidden quest that you'll discover beneath the waves in Hoenn.

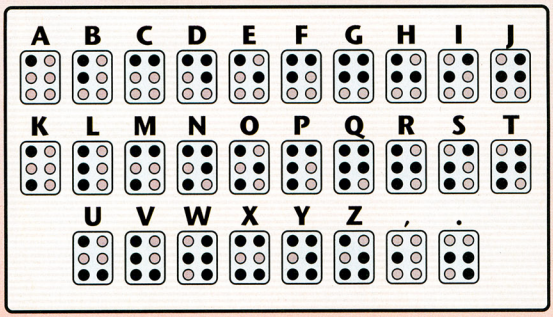
Have you heard Pacifidlog citizens gossiping about three rare Pokémon? The Sealed Chamber is the key to locating them.

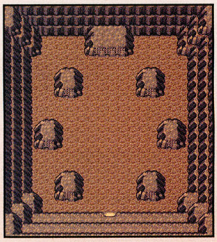


You can find the Sealed Chamber by surfing west from Pacifidlog. Surf along the south sides of Routes 132 and 133 to reach a stone ring on Route 134. When inside the ring, dive into an underwater channel, then go to a wall covered with a unique engraving. Return to the surface to reach the chamber.



The Visual Braille alphabet appears on 10 mounds. Use the symbols to understand the message on the northern wall.

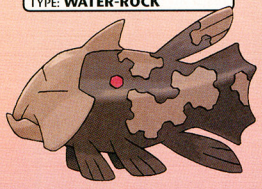




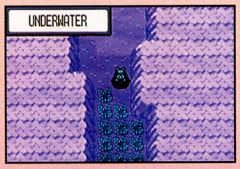
The message tells you to use Dig to break through the mound. You'll find a second chamber with another message.

#179 RELICANTH

TYPE: WATER-ROCK



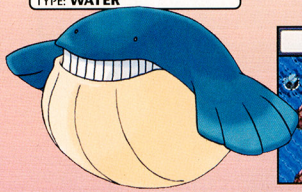
The inner chamber's message asks you to bring two rare Pokémon to the room—one of them is the extremely old Relicanth.



You can find the rare Pokémon underwater on Routes 124, 125 and 126. Troll the seaweed to scare out wild Pokémon.

#99 WAILORD

TYPE: WATER

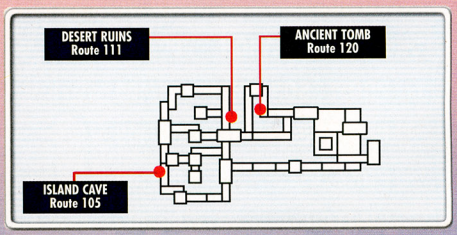


Another part of the message explains that you should bring powerful Water-type Pokémon Wailord to the inner chamber.

Though you can evolve a Wailord from a Wailmer, you can also find the rare Pokémon in the wild when surfing through Route 129.

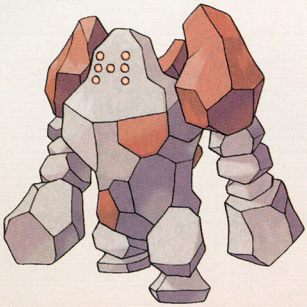
In its riddling fashion, the message says to place the Relicanth in your team's lead position and the Wailord in the final position.

When you enter the inner chamber with your reconfigured team, you'll feel a seismic shudder. You've unlocked three distant locations that each hide a Pokémon.



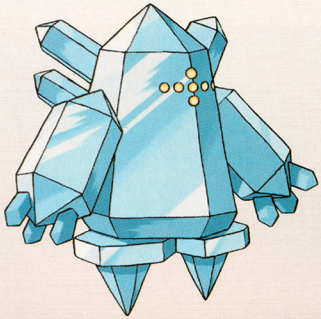
#193 REGIROCK

TYPE: **ROCK**



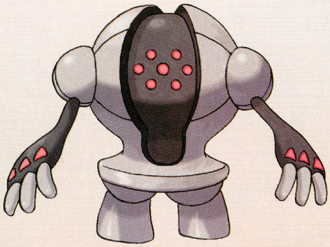
#194 REGICE

TYPE: **ICE**



#195 REGISTEEL

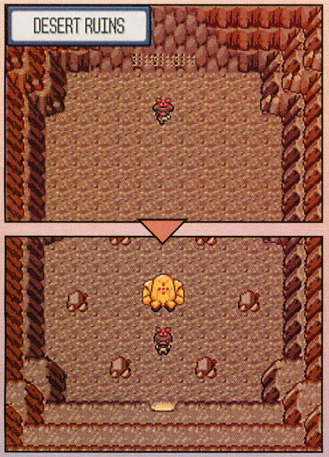
TYPE: **STEEL**



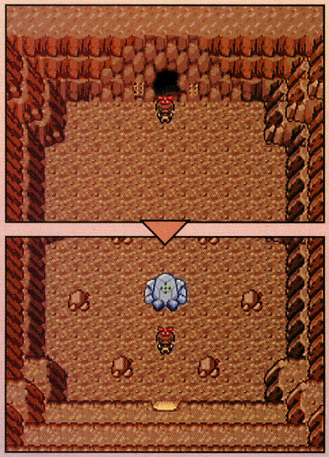
After you've completed the task in the Sealed Chamber, you can enter the Desert Ruins on Route 111, where Regirock makes its home.

The Island Cave, where Regice is chilling out, will also open up. You can find its entrance on the western side of a rocky barrier along Route 105.

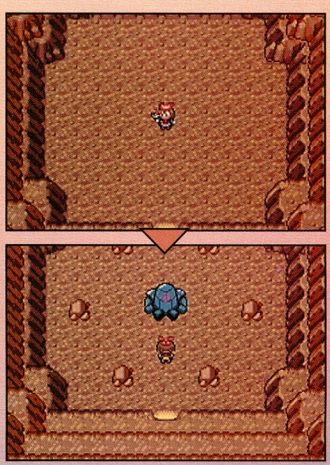
The third cave that opens is where Registeel is hiding out. You can get to its Ancient Tomb by wading through the weeds on the west side of Route 120.



You'll enter a room with Visual Braille on its back wall. Use the key on page 106 to learn how to break through to the chamber where Regirock is.



The Island Cave has its own riddle for you to decipher. If its meaning eludes you, check out the spoiler below, then follow its lead to reach Regice.



The Ancient Tomb has the most puzzling riddle of all. After you decode its Visual Braille, follow the instructions to break through to Registeel.

Decoded spoilers! The Desert Ruins code says "Right, right, down, down. Then, use Strength." (What to do: Press the direction on the Control Pad, then use Strength to break through the wall.) The Island Cave code says "Stop and wait. Wait for time to pass twice." (Press A once while facing the encoded wall. Then wait several minutes.) The Ancient Tomb code says "With new time, hope and love, aim to the sky in the middle." (Stand in the center of the room then use Fly to reach the inner chamber.)

EVERYONE

E

CONTENT RATED BY ESRB

Cartoon Violence

GAME BOY ADVANCE

PlayStation.2

© 2003 Avalanche Software LLC and THQ Inc. Developed by Avalanche Software. Avalanche Software and its logos are trademarks of Avalanche Software LLC. Nickelodeon and all related titles and logos are trademarks of Viacom International Inc. All rights reserved. THQ and its logos, and copyrights are the property of their respective owners. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, © Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo.

Exclusively published and licensed by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks.

When the citizens of Springfield are turned into flesh-eating zombies, the city's most infamous family must save the day. Experience The Simpsons like never before in a new mission-based adventure for Nintendo GameCube.

The Simpsons HIT & RUN™

©2003 Twentieth Century Fox Film Corporation. All rights reserved. Fox Interactive, The Simpsons and their associated logos are trademarks of Twentieth Century Fox Film Corporation.

TEEN T — Comic Mischief, Mild Language, Violence — CONTENT RATED BY ESRB

STOP RADICAL CHANGES

Radical Entertainment, the developer of The Simpsons: Road Rage, has taken the franchise to new heights. No longer is the game limited to taxi runs. Homer and four other characters will step outside their vehicles and explore every nook and cranny of Springfield while attempting to complete more than 49 unique missions. Fox Interactive and Vivendi Universal kept the game authentic by hiring voice actors and script writers from the TV series. It's a must-own for any Simpsons fan.

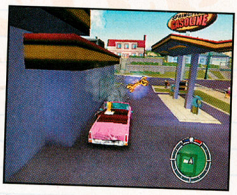
DRIVER'S ED

The bulk of the action is behind the wheel, so you'll want to keep your ride in tip-top shape. There's a bit of strategy involved in selecting which vehicle to command for each mission. Sometimes you'll need speed, other times durability.

HOMER GOES CARJACKING

Each vehicle can take only so much damage before it bursts into flames. If you happen to trash your car, steal a new ride by approaching a parked vehicle and pressing the Y Button. If there aren't any parked cars around, force traffic to stop by standing in the middle of the road, and take your favorite vehicle.

INSTANT REPAIR



Fix your battered vehicle by collecting one of the wrenches scattered throughout the level. Your shining beauty will hum like new.

PHONE A FRIEND

If you're stranded without a car, enter the nearest phone booth to call a ride. You can summon any vehicle you've bought or unlocked.

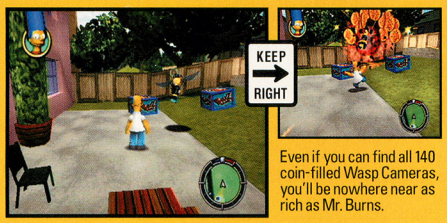
YIELD TRESPASSING ENCOURAGED

Ever wanted to stroll into Mr. Burns's mansion and snoop around, or shoot the breeze with Apu at the Kwik-E-Mart? Immerse yourself in the Simpsons' universe—there are plenty of hidden goodies to uncover between missions.

Catch the Buzz

As the story evolves, you'll discover that Buzz Cola has been contaminated, and that the mysterious wasps hovering around town are actually cameras documenting life on Earth. Bash the wasps to collect Buzz Cola Coins.

COLLECT COINS TO PURCHASE ITEMS



Even if you can find all 140 coin-filled Wasp Cameras, you'll be nowhere near as rich as Mr. Burns.

Style and Substance

Interact with various objects by pressing the Y Button—you never know what might happen. You can spend your Buzz Cola Coins to purchase wild outfits for each character.

GAG REFLEX NR

There are 84 push-button gags, and you'll receive a coin after each one. Check out nintendopower.com for more details.

ALL DRESSED UP

Clothes make the man! In some instances, you must buy a particular outfit to complete a mission.

It's in the Cards

Seven collectors' cards, each detailing a historic episode of *The Simpsons* television series, are hidden on every level. That's a total of 49 cards to uncover.

SEARCH HIGH AND LOW

Look for cards in unusual places, including on rooftops. Look for ventilation drafts that will blow your character high into the air to reach such spots.

Race to the Finish

Complete the three racing challenges on any level to earn a powerful new vehicle. Find a character with a checkered flag above his head to earn your spot in a race.

READY, SET, GO!

On open courses, the CPU racers will take shortcuts, so follow their lead. In closed races, hit top speed and power-slide around corners to maintain your momentum. You can also try to win money in wager races, but you must pay to enter.

New Vehicles

You'll be unable to complete certain missions without assistance from a unique vehicle. Ask around to find out which vehicle you need to acquire and where you can find it. Just make sure you have enough coins for the purchase.

DETOUR LET THE GAMES BEGIN

Hide the women and children! The Simpsons are on the loose, and they're about to wreak havoc on Springfield. In each level, one character must complete seven missions. There's no time limit between missions, so take the opportunity to explore.

Level One

As you rumble through the neighborhood with Homer, search for ramps that you can use as shortcuts, and remember their locations.

1. S-M-R-T
2. Petty Theft Homer
3. Office Spaced
4. Blind Big Brother
5. Flowers by Irene
6. Bonestorm Storm
7. The Fat and the Furious

Homer Simpson

7. THE FAT AND THE FURIOUS

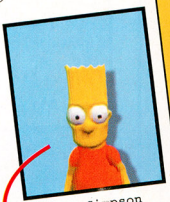
After passing the red barn, jump over the Springfield Tire Fire. Look for the dirt road that slices through the trailer park on your right. Cut as many corners as possible to stay ahead of Smithers.

"Krusty's windowpanes indicate shortcuts."

Level Two

Bart's too young to be in control of a motor vehicle, so he'll have to keep away from Chief Wiggum while attempting to complete tasks.

1. Detention Deficit Disorder
2. Weapons of Mass Delinquency
3. Vox Nerdull
4. Bart 'n' Frink
5. Better than Beef
6. Monkey See Monkey D'oh
7. Cell-Outs



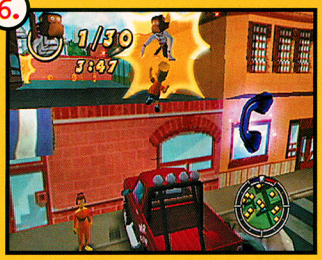
Bart Simpson

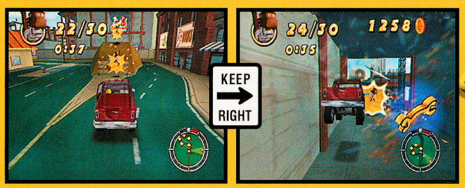
3. VOX NERDULL

During this short race, there's no room for error. Avoid crashing into cars, but try to knock your opponent off the road to take an early lead. Cut diagonally across the lawn of the Springfield Town Hall to win the race.

"Gain an advantage by cutting across parks and other open spaces."

6. MONKEY SEE MONKEY D'OH





Climb onto the roof of your truck and perform a double jump to reach the monkeys on top of the building. Ride the huge ramp in the center of town and crash through the Krusty window to collect three more monkeys.

Level Three

Always the responsible one, Lisa must find her troublemaking brother. But she's going to have to break a few rules to succeed.

1. Nerd Race Queen
2. Clueless
3. Bonfire of the Manatees
4. Operation Hellfish
5. Slithery Sleuthing
6. Fishy Deals
7. The Old Pirate and the Sea

Lisa Simpson

1. NERD RACE QUEEN

Take the paved shortcut to the left of the movie theater, then gain enough momentum to jump through Mr. Burns's sign. Watch out for cops—they'll bust you for hit-and-runs, which will slow you down.

"Drift around corners to maintain your speed."

4. OPERATION HELLFISH

After collecting Bart's red hat, spin around and chase the black sedan. Three solid hits should destroy it. Unfortunately, the school bus is difficult to maneuver—cut corners and avoid hard turns.

6. FISHY DEALS

Ditch the school bus before you attempt Fishy Deals. Unless you're up for a challenge, grab a vehicle with solid handling, like a sedan or station wagon. Use the radar to track down the fish, crashing through barriers when necessary.

Level Four

Never get in the way of a determined mother. Marge's family is suffering from a strange illness, and she's on the hunt for a cure.

1. For a Few Donuts More
2. Redneck Roundup
3. Ketchup Logic
4. Return of the Nearly Dead
5. Wolves Stole My Pills
6. The Cola Wars
7. Mission 7 from Outer Space

Marge Simpson

2. REDNECK ROUNDUP

There's no time limit in the chase challenge, but you can't allow Cletus to get too far ahead. The green meter at the top of the screen will gauge your distance from Cletus's truck. If the meter empties, you fail the mission.

"Steal faster cars when you need them."

5. WOLVES STOLE MY PILLS

Collect all the pills that drop from the black sedan. If you're stuck with a lumbering vehicle, consider switching to a faster machine before starting the mission. The sedan will lead you over ramps and around shortcuts, but don't stray from its path or you'll risk missing one of the pills.

Level Five

Both the mob and the police pursue Apu as he scampers around town trying to uncover the source of the Buzz Cola contamination.

1. Incriminating Caffeine
2. ...and Baby Makes 8
3. Eight Is Too Much
4. This Little Piggy
5. Never Trust a Snake
6. Kwik Cash
7. Curious Curator

Apu Nahasapeemapetilon

2. ...AND BABY MAKES 8

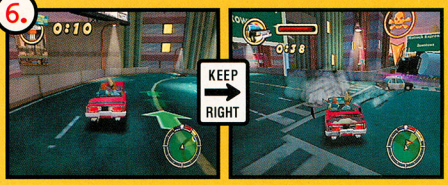
The red meter at the top of the screen tracks how close the mob is to your vehicle. You must lose the sedan to finish the mission. Sharp turns and 180-degree spins can help. The mob will try to slow you down by crashing into your car.

"Spin 180 degrees to shake your pursuers."

4. THIS LITTLE PIGGY

To get to Moe's, jump off the ramp in front of Krusty Burger and follow the road a few blocks. Purchase the Apu-American outfit and return to Krusty Burger. Press Y to admire yourself in the window.

6. KWIK CASH

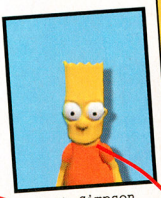


When you reach Chief Wiggum, spin around and zoom back down the freeway—Snake's hot rod will leave the cop in the dust. Don't use your fragile car as a ram. Instead, lure the armored truck into traffic.

Level Six

The mob isn't responsible for the cola contamination after all—aliens are! Bart and Homer are the last hope.

1. Going to the 'Lu
2. Getting Down with the Clown
3. Lab Coat Caper
4. Duff for Me, Duff for You
5. Full Metal Jackass
6. Set to Kill
7. Kang and Kodos Strike Back



Bart Simpson

2. GETTING DOWN WITH THE CLOWN

Slowly trail the weaving truck until you reach Krusty's limo. Be prepared to jump back in your car and follow the limo when it drives off.

"Sideswipe enemies to inflict damage."

5. FULL METAL JACKASS

Skinner's car can take a heavy beating, and Bart's vehicle is just as sturdy. Inflict major damage by crashing into the side of Skinner's ride. When possible, cut in front of the principal and force him into the side rails. When you reach the docks, follow him down the left ramp and onto the beach.

7. KANG AND KODOS STRIKE BACK

The aliens are fast, so take plenty of shortcuts while racing to the brewery. Use the familiar paved shortcut to the left of the movie theater, then jump off the long ramp and through the ring of fire.

Level Seven

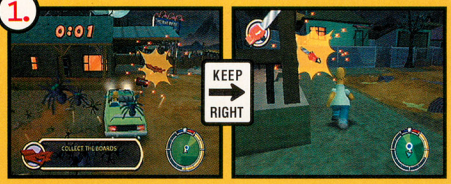
As the citizens of Springfield turn into zombies one by one, Homer makes a last-ditch effort to squash the aliens and save the day.

1. Rigor Motors
2. Long Black Probes
3. Pocket Protector
4. There's Something About Monty
5. Alien "Auto"topsy
6. Alien "Auto"topsy II
7. Alien "Auto"topsy III

Homer Simpson

RIGOR MOTORS

1.



Park your car in front of Flanders's yard, then go talk to him. Grab the first-aid kit and cut through the cemetery to reach Cletus's house in less than 30 seconds. Get the chain saw, then go see Moe.

"Shortcuts are essential in the final levels. Also, watch out for heavier traffic."

POCKET PROTECTOR

3.

As you attempt to transport nuclear waste, use three familiar shortcuts: Jump over the Springfield Tire Fire, cut through the trailer park, and launch across the cemetery. Don't crash too many times, or the nuclear waste will explode, forcing you to return to the plant and retrieve another canister.

Bonus Games

The meat and potatoes of the game is clearly Story mode, but you can also unlock a fun multiplayer bonus game as you progress through the main game. Up to four racers can compete head-to-head on seven unique tracks.

ALL IN THE FAMILY

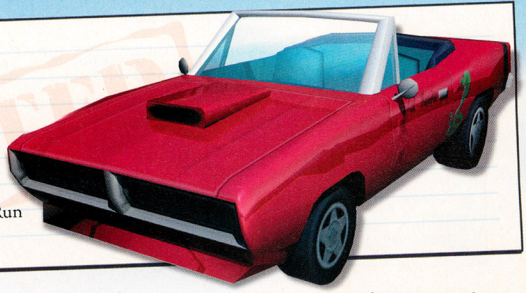
Start by selecting the track and number of laps you want to race. Then choose one of the Simpsons family members or Apu as your racer. Finally, select the type of vehicle you want to control.

OLD-SCHOOL

The overhead style is reminiscent of old-school racers. Get an advantage by taking ramps and shortcuts. Let off the gas when you near sharp turns.

WRONG WAY LIFE IN SPRINGFIELD

Only in a Simpsons game will you find ghost pirate ships navigating the streets of Springfield, green sludge exploding from fire hydrants, and zombies munching on the brains of the Flanders children. But Simpsons fans expect such wackiness, and Hit & Run delivers it on a grand scale.



EPIC CENTER

No time for news! We've got two excellent GBA titles to preview this month, so we're jumping straight into it. Also, if you enjoyed the Epic Forum section last month, drop us a line at epic@nintendopower.com and let us know.

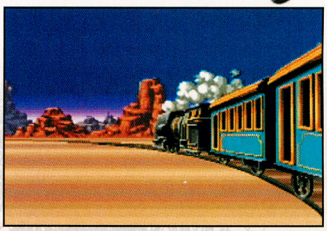
EPIC PREVIEW

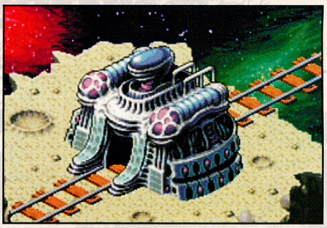
CIMA: The Enemy is a new series from Natsume. First announced at E³, the game is a slick combination of genres that is unlike anything we've played before.

CIMA The Enemy

A WHOLE NEW BALL GAME

CIMA: The Enemy is certainly an unusual gaming experience. The story revolves around a group of people fighting an alien race called CIMA that gains strength by sucking the hope of out people. To that end, CIMAs trap groups of people inside large mazes to foster hopes of finding an exit, then pick them off one by one. In the game, you take on the role of Ark J, a Gate Guardian charged with protecting a group of 12 pioneers on a cross-country railroad trip. After the train is waylaid by CIMA, Ark J and his fellow Gate Guardian Amy must lead the 12 through a diabolical CIMA maze and back home. The game has strong RPG and action elements but plays almost like a puzzle game—you'll need all the power of your mind to clear the maze and emerge victorious.





Ark J

Ark is a headstrong young man who has been an apprentice Gate Guardian for most of his life. After his mentor is slain while defending the pioneers from a high-powered CIMA, Ark must assume control of the group and save them all. His wits and courage will be tested like never before.

Ivy

Ivy is Ark's Gate Guardian partner. Fierce and outspoken, she and Ark have a hard time getting along and agreeing on much of anything. Her lack of experience sometimes causes her to make rash decisions, but her bravery and skill with a weapon are unquestioned.

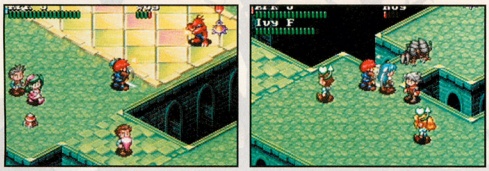
THE APC SYSTEM

The backbone of CIMA: The Enemy is its revolutionary APC system. (The term NPC has long been used to mean nonplayer character, but Natsume has created the first active-player characters.) The 12 survivors all have minds of their own, and they move and react according to how well you are doing.

If you make a bad decision, the APCs will lose confidence in your leadership. If, however, you make a bold move or risk your life to save them, their respect for you will grow.

A REAL NOODLE-SCRATCHER

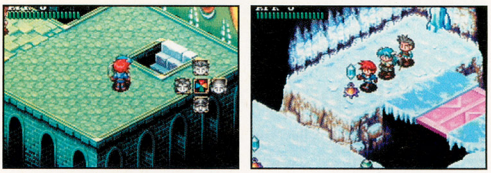
There are plenty of tricks and traps waiting to trip you up in the maze. You may need to raise or lower a bridge, activate a switch, find a hidden key or do something else along those lines. You'll also have to decide the best strategy for getting everyone through a level without suffering any casualties.



CIMAs stay within their particular section of a maze. Once you clear an area of CIMA and solve any puzzles, you'll guide the survivors to a safe point and attack the next section. Some of the later puzzles are downright diabolical.

MOVING ON DOWN

The maze contains hundreds of floors. When you are leading a group of people, you must place them in a safe area and scout ahead to find the best path through the level. Once you know it, you can guide people through either one at a time or in a group by using the L Button—it's a very intuitive control style and easy to learn.



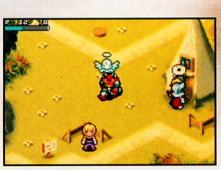
Each APC has a special talent, ranging from making weapons and curative potions to searching for hidden treasure. You'll often take control of a single APC and send him or her off on a special quest.

THE ENEMY AWAITS

Although it's not a traditional RPG in any sense of the word, the Epic Center editors are excited about CIMA. With hundreds of video games being released each year, it's rare to come across one that's so different it can't be compared to an older game. It's also the kind of title that could appeal to a wide range of gamers. If you enjoy puzzle games, RPGs, strategy titles or even wacky titles like The Sims, you should give CIMA a look. The game is slated to come out in the fall—we'll keep you updated.

EPIC PREVIEW

Atlus's latest GBA offering, Shining Soul, is as traditional as it gets. The latest in the massive Shining series of RPGs, Shining Soul boasts real-time combat, four unique character classes and a whole lot of fun. Strap on some armor as we give you a sneak peek at the new game.

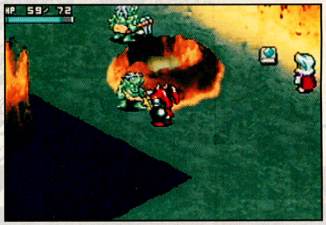


WHAT'S THE STORY, MORNING GLORY?

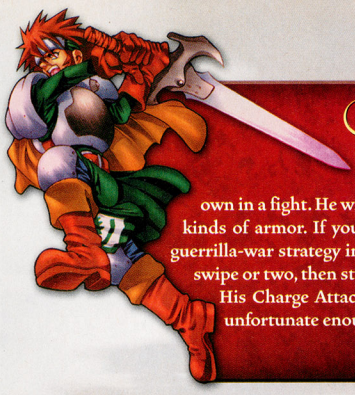
Long ago, a creature called the Dark Dragon destroyed a great human civilization and reduced the land to ash. Now, hundreds of years later, humans are trying to rebuild—but the dragon has reappeared. The only hope lies with four descendants of the original civilization—a Warrior, a Wizard, a Dragonute and an Archer. By joining forces, the four hope to destroy the Dark Dragon and restore peace to the land forever. To succeed in your quest, you must trek through dozens of strange and wondrous levels, fighting monster after monster in bruising real-time combat. Do you have the sand to stand and fight? Or will the Dark Dragon rule all?

You'll spend your time hopping between a small human town and any number of scary, monster-filled areas.

There are lots of people to meet and greet along the way. Simply press the A Button to start up a conversation.



The dragon left behind a horde of evil henchmen, and it's up to you to eliminate them all.



Warrior

The Warrior (also known as a Fighter) is a well-balanced character who can hold his own in a fight. He wields a sword and can equip many different kinds of armor. If you play as the Warrior, you should adopt a guerrilla-war strategy in which you attack an enemy with a sword swipe or two, then step out of range before it can counterattack. His Charge Attack is an all-out rush at whatever enemy is unfortunate enough to be in the way.

Every character has his or her own special Charge Attack. You can activate it by holding down the A Button.

The Wizard's Charge Attack unleashes a powerful magic barrage. There are many different kinds of magic in the game.

Wizard

The Wizard is the only character who can use magic spells—and the only female character. She possesses the highest Intelligence in the game, but the lowest Strength and Defense. The Wizard cannot attack with a physical weapon of any kind, so she depends on magic to smite her foes. She can perform a single Magic Attack at no cost, but her Charge Attack will take up Soul Power (SP).

Dragonute

The Dragonute is easily the strongest character in Shining Soul, and the one who can take the most damage. But the poor Dragonute has the lowest Dexterity ranking in the game, and as a result is slower than grandma's molasses. He attacks with axes and ball-and-chain weapons. The Dragonute can eventually learn to crack enemy armor with a single blow or deal extra damage to vile undead creatures.

The Dragonute's Charge Attack strikes his foes with a series of continuous attacks.

The Archer's Charge Attack fires a volley of arrows that strike an opponent where it counts.

Archer

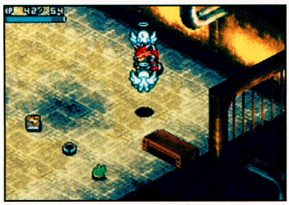
If you like to stay in the back of the pack where it's safe, the Archer is the character for you. Boasting the highest Dexterity in the game, the Archer is both hard to hit and incredibly fast—which comes in extra-handy when you're playing a multiplayer game and trying to steal treasure from your buddies. The Archer's weapon of choice is, of course, a longbow.

FIGHT FOR YOUR RIGHTS

All combat takes place in real time, and much like in Phantasy Star Online for the GCN, enemies keep moving even when you're accessing item and stat menus. There is a set number of foes in each room, however, so once you've cleared an area of enemies you can safely scroll through the menus. Since you can see creatures coming, you can choose whether to engage in a fight—but the more monsters you defeat, the more Experience Points you will earn. Each of the four characters possesses a unique set of skills, and once you've gained enough experience, you can upgrade him or her in a number of different areas. You can also play the entire game in multiplayer mode—see the Multiplayer Mayhem box for more information.

You can hold three weapons and three items in your hands, and lots more in your giant backpack.

Leveling up is a lot of fun, because it lets you totally customize your character.



You can use an item called the Angel Wing to return to the village at any time. Once there, you can sell your treasure and then return to the exact spot you left.

Each level ends with a boss battle. In classic gaming fashion, the boss is always much, much larger than you.

MULTIPLAYER MAYHEM

While Shining Soul is a fun solo jaunt, it absolutely rocks as a multiplayer game. You can trade items among your friends, compete with each other for treasure and watch each other's backs as one person accesses the item menu or levels up. If you have enough GBAs and Game Paks, up to four people can take part in the fun.

The multiplayer focus is obvious. If you play alone as a Warrior, for example, you'll find lots of spells that you can't use. If you had a Wizard playing with you, she could use them—but alone you can only sell them for cash. What a waste!

WE ALL SHINE ON

If you beat Four Swords and are looking for a new game to play with your friends, or if you just want a Gauntlet-like experience to whip out on long car trips, Shining Soul is your answer. It's a fun, frenetic romp through the world of magic and monsters—accessible for novice gamers, but with enough depth to keep hard-core RPG fans happy. (The Epic Center editors literally had to be pried away from the game to write this article—and we fully intend to keep playing once the magazine is done!) Shining Soul is scheduled to be released in September, so keep an eye out for it.

TWO HEROES.

THEIR MISSION IS THE SAME.

THEIR METHODS COULDN'T BE FARTHER APART.

EUROCOM ENTERTAINMENT SOFTWARE

THQ

www.thq.com

SPHINX AND THE CURSED MUMMY™

Play as Sphinx, powerful demigod, expert swordsman.

The Mummy is good at solving puzzles. Even better at taking abuse.

PlayStation 2

GAMECUBE

TEEN T CONTENT RATED BY ESRB

Fantasy Violence

© 2003 Eurocom Developments Ltd. Sphinx and the Cursed Mummy, Eurocom and their respective logos are trademarks and/or registered trademarks of Eurocom Developments Ltd. Exclusively licensed to and published by THQ, Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners. TM, ®, and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

The Crossing Guardian

Stay up-to-date at www.animal-crossing.com

It's-a Me! The Mario Theme!

We've stirred up all sorts of rumors with our Tom Nook's Special Delivery passwords. When The Crossing Guardian released the first password, we were deluged with mail asking the big question: Was the Star Man a single cool item—like the Arwing—or part of a Mario Theme? Since then, we've released passwords for 10 Mario-esque items. But what about matching wallpaper and carpet? We'll have you covered in our next issue. Until then, make the Happy Room Academy marvel at your Mario floorio!

Tom Nook's Special Delivery #9

1mWY g 6 I f B @ & q 7 5
8X z S N K p f W j 7 6 t s

#S b a U I R m w # g w k Y
B K 6 6 q # L G s c T Y %2

If you say the passwords shown above to Tom Nook, you'll receive rare gifts—two more pieces from the incredible Mario Theme.

Let us know what you think of them!

Labor Day Editorial: Nook's No Crook!

As Labor Day approaches, our thoughts at The Crossing Guardian turn to Tom Nook. (As do Tortimer's—look up the talkative tortoise to get an earful on September 1.) We simply must address the slanderous jibber jabber regarding the workaholic raccoon. He was first runner-up for Best New Villain in the Nintendo Power awards, but that's crazy talk and flimflam! Who else has razed his Nook's Cranny cabin, Nook 'n Go minimart and Nookway store to give you the glory of Nookington's? Don't throw the book at Nook!

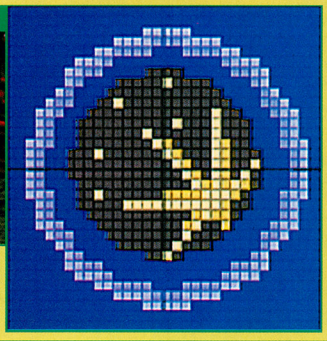
You might recall the enterprising raccoon's early days, when he sold wares out of his cabin.

To commemorate the laboring Nook on Labor Day, find a Shop Model to place in your home.

Suit Up for the Full-Moon Phenomenon

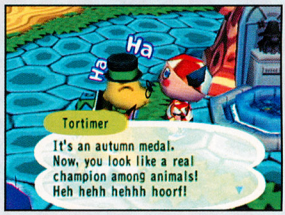
About this time of year, critters pick up a lunar vibe, especially all the nosy cows out there. But what could possibly be in the dairy air? It's the anticipation of the harvest moon, making its splash on September 10 this year. We're celebrating the moony moment with a pattern that you'll find only here in *The Crossing Guardian*. Wear it to show everyone how loony you are!

Use Palette 9/16



Fortune Favors True Sports Fans

This year's Fall Sports Fair will be held on September 23. Our mayor will no doubt carry his superlucky Autumn Medal at the event—pester him for it!



Immerse Yourself.

Marshal your forces against countless foes in
Final Fantasy Tactics Advance on Game Boy Advance,
now available in two new colors: Onyx and Flame.

Onyx

Flame

EVERYONE
E
CONTENT RATED BY ESRB

Mild Violence
Alcohol Reference

Head into Kmart and find the hottest titles for your Game Boy® Advance.

mart

© 2003 SQUARE ENIX CO., LTD. All Rights Reserved FINAL FANTASY TACTICS is a registered trademark of SQUARE ENIX CO., LTD. TM and ® are trademarks of Nintendo. © 2003 Nintendo.

ARENA

ARE YOU GAME?

CHALLENGE

Do you get tired of coaches bemoaning teams that run up the score? Well, it's time to take it to 'em! Grab a copy of NCAA Football 2004 and play a game using whatever team you like. Grind your opponent into the field, then take a picture of the final stat screen and send it to us at the address below. The player with the biggest differential in the Total Offense category will be the winner.

NCAA FOOTBALL 2004

SHATTERING RECORDS

A MIDSEASON PATSY

The differential is calculated by taking your total yardage and subtracting the total yardage of the computer player. Make sure that you get nice and close with the camera so we can see the Total Offense stat clearly.

NP SCOREBOARD

BURNOUT 2: POINT OF IMPACT—HIGHEST DAMAGE AMOUNT IN CRASH MODE (VOL. 169)

Mark Derksen, Alberta, Canada	$138,227,152
Derek Oldenburg, Ohio	$102,650,048
Daniel Rafacz, Arizona	$100,006,528
Michael Perfeito, Florida	$91,933,872
Ray Almeda, California	$88,611,944

CAUTION:

TWISTED CHALLENGES AHEAD

Beat Advance Wars 2: Black Hole Rising without using a CO Power or Super CO Power.

– AGUSTIN VERDUZCO JR.
CALIFORNIA

Beat every boss in Sonic Adventure DX: Director's Cut without collecting any rings.

– NICK TEDESCO
ILLINOIS

ENTER THE ARENA

Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail. (Please write your score on the outside of the envelope.) Include your full name and mailing address in your e-mail or on the back of the photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received before October 3, 2003.

SEND YOUR ENTRIES AND IDEAS TO:

ARENA @ NINTENDOPOWER.COM

NINTENDO POWER ARENA V.172
P.O. BOX 97082
REDMOND, WA 98073-9782

THE NUTS & BOLTS

Arena Challenge Official Contest Rules: No purchase necessary. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter print your name, address, telephone number, "Arena v172" on the back of your photo, and mail the entry to this address: NINTENDO POWER, ARENA V.172 P.O. BOX 97082, REDMOND, WA 98073-9782. Enter as often as you wish. Entries must be received by 10/03/03. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. On or about 11/1/03, five (5) top "Challenge" qualifiers will be determined based on the highest score. In the event of a tie, NOA will award additional Nintendo Power T-shirts to all such tied entrants. "Twisted Challenges" winner(s) chosen will be determined based on: (a) creativity of challenge 60% and (b) difficulty of challenge 40%. Number of "Twisted Challenges" winner(s) to be determined by NOA. NOA will attempt to notify winners by mail by 11/15/03. NOA will send the prizes to the winning entrants at the address provided with the entry. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning a prize depend on number of eligible entries received and the originality, creativity and interest of a particular entry. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 11/15/03) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Prize: NOA will award one (1) Nintendo Power T-shirt to each of the winning entrants whose entry is selected. Approximate Retail Value of prize package is $10.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are Copyright © 2003 by Nintendo of America. All rights reserved. The sponsor of the Contest is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

MEGAMAN NETWORK TRANSMISSION™

Mega Man's first adventure on the Nintendo GameCube™!

Story-line tie-in to the Mega Man Battle Network games.

Collect battle chips to stop your enemies & solve puzzles.

Uncover secret characters from the Mega Man universe.

Join the Anniversary

BASH

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

NINTENDO GAMECUBE

ALL NEW MEGA ADVENTURES ONLY ON KIDS WB

CAPCOM

www.capcom.com/megaman

©CAPCOM CO., LTD. 2003 ©CAPCOM U.S.A., INC. 2003. ALL RIGHTS RESERVED. DEVELOPMENT BY ARIKA CO., LTD. ©CAPCOM, Shogakukan, ShoPro, TV Tokyo 2002. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. MEGAMAN NETWORK TRANSMISSION is a trademark of CAPCOM CO., LTD. TM, ® and the Nintendo GameCube are trademarks of Nintendo. ©2001 Nintendo. ©, TM Warner Bros. 2003 The ratings icon is a registered trademark of the Interactive Digital Software Association.

Disney's Magical Quest 2

Starring Mickey & Minnie

EVERYONE E CONTENT RATED BY ESRB

©2003 Disney. Developed by Capcom Co., Ltd.

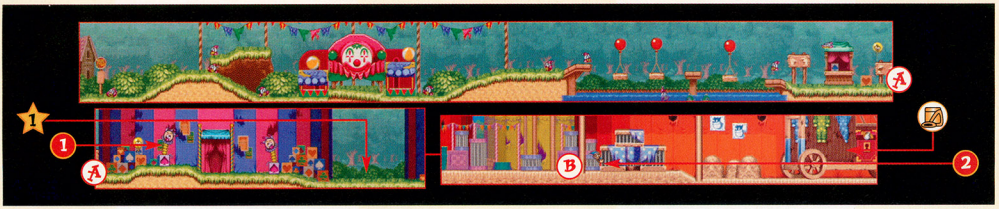
Superstrong ghouls? Circus freaks aplenty? What's gone wrong in the Wonderful World of Disney? We crack open the secrets to the GBA's newest fun-powered adventure from Disney and Capcom.

Admit One — The Adventure Begins

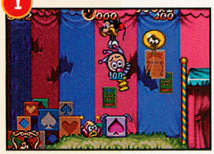
Mickey and Minnie have wandered out to the edge of town and found some mysterious circumstances. Donald Duck and Mickey's dog, Pluto, have gone missing and the mild-mannered circus isn't so mild-mannered anymore! Looks like it's up to Mickey and Minnie to set things straight. Choose either of the two famous rodents and play through six levels. Just like the original Disney's Magical Quest, you'll have to battle many strange and eerie forces to make it to the end safely. Maximize your skills by making full use of all the outfits you receive throughout the game.

Level One The Haunted Circus

Send in the clowns—no, wait! They're already here, and they're out to get you. Take the first level slow to get to know the game. What you learn in The Haunted Circus will help you down the road—if you keep your wits about you, you'll be fine.

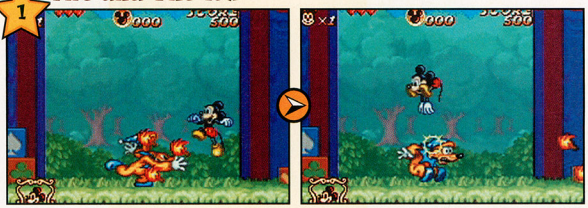


1 Circus Enemies



Jump on top of clown heads to stun them. Make easy targets of jack-in-the-boxes by waiting until they pop up to knock them out.

1 Fire and The Fox

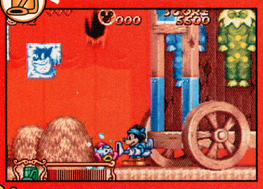


The miniboss turns up the heat with his fireball-juggling act. Stay to the far left or right of him while he's tossing them—when he releases the fire, avoid his flames and jump on his head eight times to end his circus career.

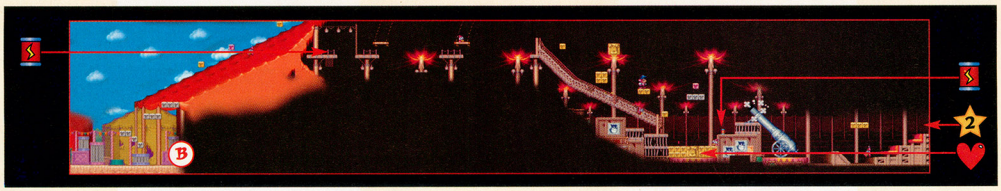
2 Meet Your Monkey

Send each irritating primate back into its cage with a bop to the head. Once you get your sweeper outfit, you can turn them into cash with your vacuum.

A New Set of Duds



Just to the right of where you finished off the fox, you'll find Donald Duck, who'll present you with a new set of clothes: the circus sweeper's outfit! Turn enemies into valuable coins with the help of the ultrapowerful vacuum.



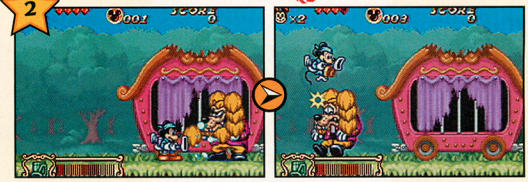
Battery Power!

Your sweeper outfit runs on battery power. Seek out a rapid energy charger for an extra boost.

Have a Heart

Ditch your sweeper, grab an enemy and spin it into the gold blocks for an extra heart container.

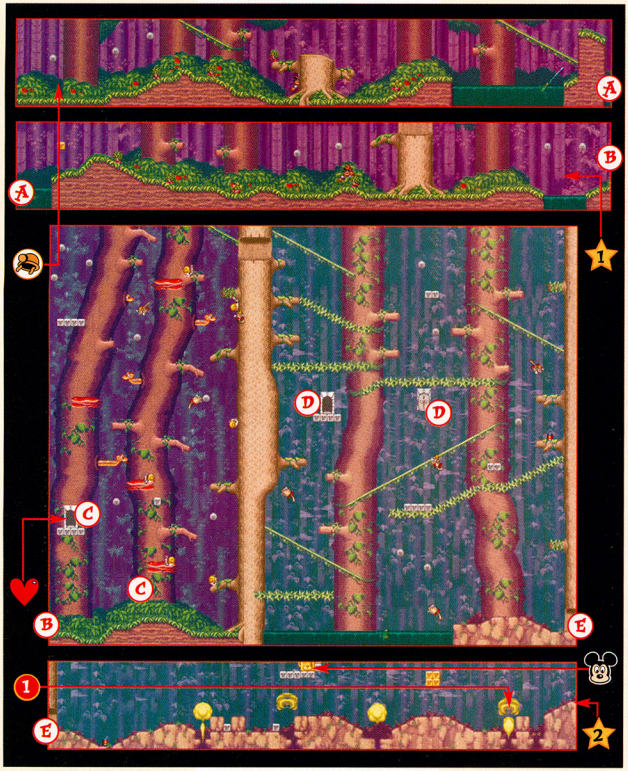
2 The "Mane" Event NP



This is no ordinary bad hair day for the ill-tempered boss. Jump to avoid his spinning mane or suck it up with your sweeper. Finish him off by bouncing on his head.

Level Two The Jungle

The Jungle is an amazing gauntlet of villainous creatures. Flying squirrels, slithery snakes and evil snails will try everything in their power to cause your downfall. The trick is to make the most of your new safari outfit.



Safari Outfit

A mouse's wardrobe isn't complete without a snazzy safari getup—the nifty hook accessory will let you swing from metal rings, slide down vines or scale walls.

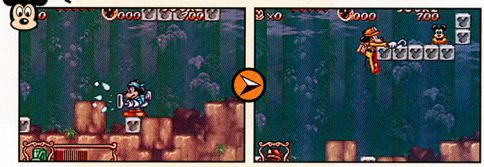
1 The Boss: Turtle

He's not so tough. Hang from the metal rings to avoid his splash attack, and fight back when he comes out of his shell.

Heart-Healthy

After you beat the turtle, walk to the right, use the hook to climb the trees, and drop to enter a door. Use your sweeper outfit to reveal a heart container.

An Extra Life



Sweep a block to the right. Once in position, it'll give you enough height to reach the 1-up in the gold block. You'll also need your trusty hook.

1 Volcano

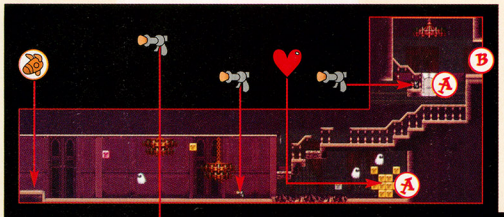
Use your vacuum to pull the nearby blocks and plug up the pesky spurters. Once they're corked, you can walk across them with little trouble.

2 The Boss: Ape

The safari outfit is your best bet to make a monkey out of the big ape. Use the rings above you to swing out of his way, then attack him by dropping from above.

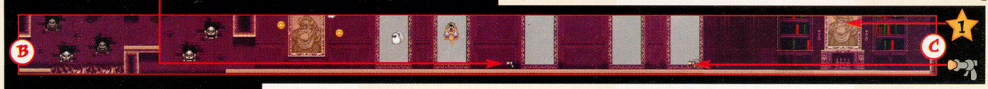
Level Three The Haunted House

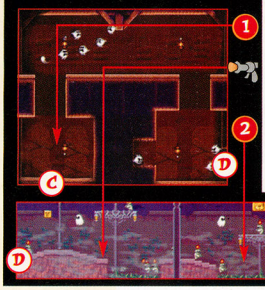
You thought the flying squirrels were pesky? Wait until you get a load of the ghosts and spooks in the Haunted House. Try all your different outfits if you get into a bind, and remember that patience is key.



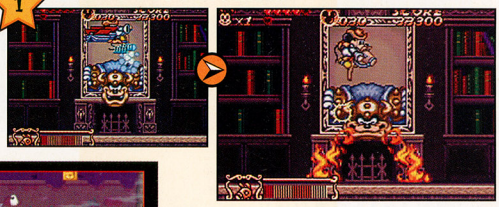
I Want to Be a Cowboy

The rootin', tootin' cowboy outfit comes with a bouncy horse and a cork gun. Although the horse can be quite a handful, his bounce is helpful. Be sure to pick up more ammo along the way to stun your enemies.





1 You've Been Framed!



The boss is a little more difficult than you'd expect, so you'll need some tested tactics: When he breathes fire, bounce on his head, and use your cork gun on the annoying flying books.

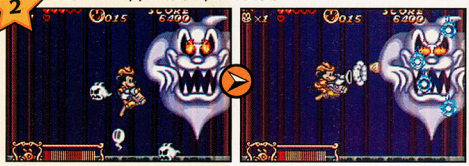
1 Up Is Down

To get through the labyrinth, you'll need to rotate the rooms by grabbing onto the lanterns with your safari hook. Be sure to avoid the little ghosties, too!

2 Make a Wish!

Extinguish the bothersome hot-heads by using your sweeper on them, then stand on them to reach higher spots with relative ease.

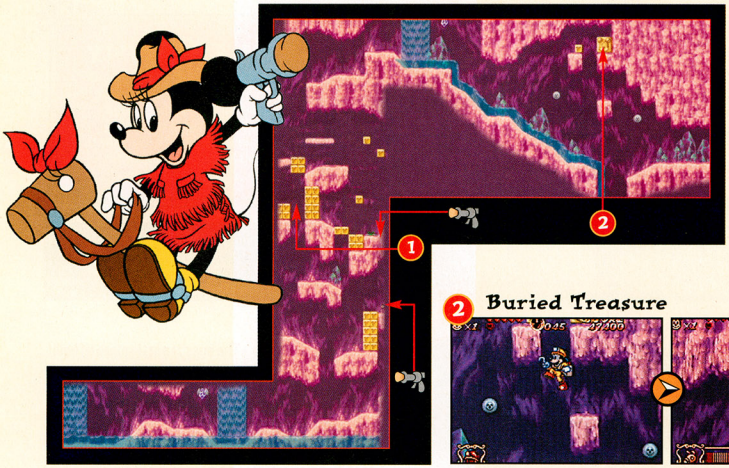
2 The Boss: Ghost Man



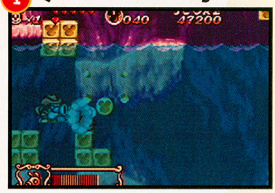
Get the drop on the ghostly boss with your cork gun. As long as you avoid his minions and his big swooping moves, you'll make it through virtually unscathed.

Level four The Caves

Experiment with a variety of outfits to make it through Stage Four safe and sound. The spine-tingling underground lair is home to many beastly monsters. Oxygen is a good thing—if you stay underwater for too long, you'll be lifeless.

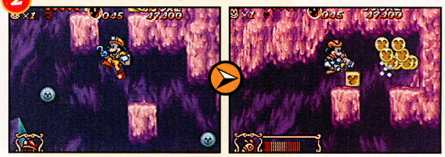


1 A Breakthrough



Use your cork gun to smash the gold blocks. In many cases, it's the only way you'll be able to make it to the next room.

2 Buried Treasure

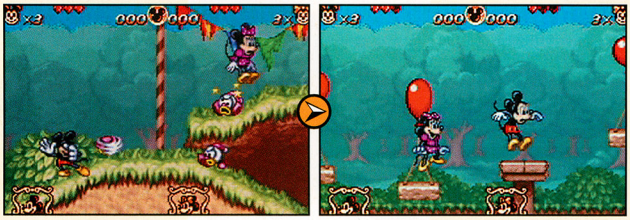


It's time to go spelunking for treasure with your safari outfit. Scale the walls at the bottom of the waterfall to find a gloriously golden prize.

Admit Two Multiplayer Magic

Add a new dimension to Mickey's Magical Quest 2! You'll need two Game Paks and a friend with a Game Boy Advance. Use the GBA Game Link cable to connect your Game Boy Advances together and activate the two-player mode.

Team Up to Explore the Levels



Ain't love grand? Mickey and Minnie cooperate to battle their foes. Take turns: One of you can stun the enemies while the other uses them as weapons. The tricky part is trying to stay out of your teammate's way!

The Dynamic Duo

Hectic as it seems, you'll defeat bosses even faster in multiplayer mode. Try different team tactics to make them beg for mercy.

You're Not Finished Yet!

If you've made it this far, you've got what it takes to finish the game, but you're on your own. Carry on through two more levels and try to find the hidden passageways and secret spots. Just remember—it gets faster and more difficult from here on out!

nintendopower.com

WATCH NEW EPISODES ON CARTOON NETWORK

A TRIPLE THREAT CHALLENGE

JUSTICE LEAGUE™ CHRONICLES

Take on the power of *Green Lantern* and *The Flash* in *Dark Winter*

Soar like *Superman* and *Wonder Woman* to save *Martian Manhunter* in *Savage Time*

Fight for the freedom of *Batman* and *Hawkgirl* in *Trial in Ape City*.

- 3 GREAT EPISODES IN ONE GBA GAME
- SPECIAL WATCHTOWER BONUS
- NEW SUPERHERO ACTION, LOOK AND FEEL

Saving the Planet
October 2003

EVERYONE
E
Mild Violence
ESRB CONTENT RATING www.esrb.org

www.JUSTICELEAGUE.midway.com

GAME BOY ADVANCE

MIDWAY

Software © 2003 Midway Home Entertainment Inc. MIDWAY and the MIDWAY LOGO are registered trademarks of Midway Amusement Games, LLC. All rights reserved. TM, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. DC Bullet logo, JUSTICE LEAGUE and all related characters and elements are trademarks of and © DC Comics. Distributed under license by Midway Home Entertainment Inc. CN LOGO: TM & © Cartoon Network. WBIE LOGO: ™ & © Warner Bros. Entertainment Inc. (s03)

WE AGREE WITH TWO OF FFTA'S TRANSMIGRATED TEENS. WHY ON EARTH WOULD YOU EVER WANT TO RETURN TO YOUR REAL LIFE IF YOU COULD LIVE FINAL FANTASY?

FINAL FANTASY TACTICS ADVANCE®

Their so-called lives are full of hardship. Bear-clutching Mewt has lost his mom. Marche is the new kid on the block. Ritz has a backbone, so she's less than popular. So when they fall into a fantastic world, only one hopes to return home. Our walk-through of FFTA helps you guide their fates.

EVERYONE E — Alcohol Reference, Mild Violence

© 2003 SQUARE ENIX CO., LTD. All Rights Reserved. FINAL FANTASY TACTICS is a registered trademark of SQUARE ENIX CO., LTD.

GAME FLOW & QUEST EVENTS

MAIN MISSION — HERB PICKING

SUBQUESTS
- Snow in Lutia
- Fire! Fire!

MAIN MISSION — THESIS HUNT

SUBQUESTS
- Fowl Thief
- Frosty Mage
- Prof in Trouble

MAIN MISSION — THE CHEETAHS

From St. Ivalice to Ivalice: First Steps

Over the last two issues, we've revealed FFTA's deep RPG system and story. This month, we pick up after Marche makes two friends during a snowball fight in the town of St. Ivalice—and immediately loses them.

STARTING OVER WITH A CLEAN SLATE

As soon as Marche wakes—in the *kingdom* of Ivalice, which raises disturbing theories about where he really might be—he inadvertantly insults one of the local species and gets into a brawl. Fortunately, the friendly Montblanc steps in to help. After your first turn-based battle in Ivalice, you'll join Montblanc's fledgling clan and be able to accept your first mission.

Clans jockey for influence and territory in Ivalice. Check on your team's current missions and stats in the Clan menu.

After you've joined Montblanc's clan, you can ask the pub owner about what missions are available. The list changes often.

01 HERB PICKING

MAIN MISSION
DEFEAT ALL ENEMIES

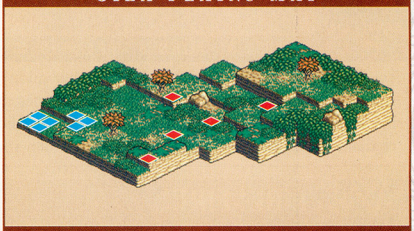
ENEMIES: 5 ALLIES: 6 AP EARNED: 40 GIL EARNED: 600 ITEMS: —

Your first mission is a humble one: to pick herbs on the Giza Plains. You'll first need to rid the field of its monsters. Use the low-stress battle to learn the strengths of each member of your six-character clan—and study when the battle judge awards Judge Points or penalizes your clan members.

Marche begins as a Soldier, a job that specializes in close combat. Strike from the sides or the rear to improve your odds.

You'll have one White Mage in your clan. Keep him far removed from enemy attacks and use his healing powers frequently.

GIZA PLAINS MAP



ENEMY DATA

Your team will enter the field from its western point (on the blue tiles). Enemies will start on the red tiles. Gang up to eliminate weaker foes (the three Goblins and one Sprite) before the Red Cap—an über-Goblin—gets in your face.

WORLD OF YOUR CREATION

You'll lay out your own unique world as you play deeper into FFTA. When you complete certain missions, you'll receive a location icon to place anywhere on the world map. After you plop down an icon, you'll often be able to find more missions—many leading to the new location—at the pub. After Herb Picking, you'll receive the Lutia Pass icon.

MAIN MISSION

DESERT PERIL

SUBQUESTS
White Flowers
Village Hunt
Wanted!

MAIN MISSION

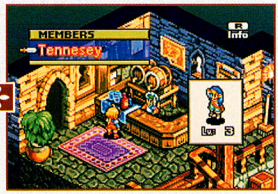
TWISTED FLOW

SUBQUESTS
A Lost Ring
Staring Eyes
Clan Roundup

SUBQUESTS
Oasis Frogs
A Challenge

Dispatch—Members Can Manage on Their Own

By accepting main missions and Subquests, you'll advance the major and minor plotlines as you build up characters who participate in turn-based battles. Dispatch missions offer you a different way to develop individual characters and earn booty—by sending them out on solo missions.



DISPATCH FOR RICHES

For Dispatch missions, you'll choose a member to operate on autopilot until he completes—or botches—his mission. You can predict a member's chance of success by his actions when you highlight him—those most likely to succeed will jump for joy.

Seize and Conquer with Subquests

You can blaze through the major plotline by selecting only certain missions as they appear, but accept every Subquest you can find—FFTA offers hundreds of them—to acquire weapons, armor, money (Gil) and level-up opportunities, as well as to unlock even more Subquests.

SNOW IN LUTIA — SUBQUEST

ENEMIES: 3 ALLIES: 6 AP EARNED: 40 GIL EARNED: 3,600 ITEM: WIZARD HAT

Your first trip to Lutia Pass involves another middling mission—to take children to play in the snow. Fortunately for heroes chomping at the bit for battle, two Red Panthers and one Goblin are on the slopes. Protect your character's rear side in battle by putting snowmen and trees to your back.

FIRE! FIRE! — SUBQUEST

ENEMIES: 4 ALLIES: 6 AP EARNED: 40 GIL EARNED: 3,600 ITEMS: SPRINKLER, NINJA KNIFE

What the Cyril fire chief mistakes for a block-razing inferno is actually several Bombs spreading havoc. They can spew fire from a distance, so steer clear of an individual Bomb until your characters can gang up on one and destroy it. Don't use Fire magic—Bombs won't get hurt; they'll be healed.

No Handouts—Get a Job!

To get ahead in FFTA, have each character master many abilities. Most weapons bestow abilities; if characters equip such weapons, they'll be able to learn its ability—but only if they're of the right job and race.

TOOLS OF THE TRADE

Job-hop often. By doing so, characters can learn a wide range of attacks, skills and magic. For example, the Firewheel Rod can teach a Black Mage Human the Fira spell. It can also teach an Illusionist Human the Prominence spell.

Master a weapon's abilities before switching weapons or jobs— you can use the abilities even after you abandon the weapon. Check on mastery progression in the Party menu.

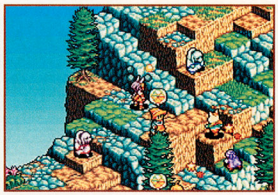
02 THESIS HUNT

MAIN MISSION
DEFEAT ALL ENEMIES

ENEMIES: 6 ALLIES: 6 AP EARNED: 40 GIL EARNED: 4,000 ITEM: FIREWHEEL ROD

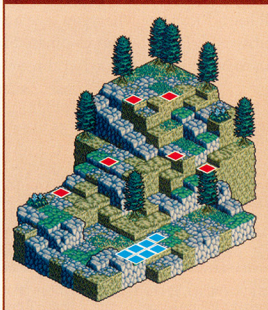
Head back to Lutia Pass to recover a stolen manuscript for the geologist, Dr. Coleman. Bandits in the temporary service of a scheming White Mage will flood down from a great hill toward your party. Don't let the Thieves bump into you; they'll filch your Gil.

Don't be intimidated by bandits as they flood down both hillsides. Keep your party together to watch each other's backs.



The White Mage may cast protection spells on the bandits. Sneak a fleet-footed character up the hill to knock him out.

LUTIA PASS MAP



ENEMY DATA

The White Mage isn't one of the bandits, but he will act in their defense when you catch him making a deal. The bandits consist of two Thieves, a Soldier and an Archer. Undo the Thieves and Archer with long-range attacks, and stand tight against the Soldier as he draws near.

FOWL THIEF

SUBQUEST

ENEMIES: 1 ALLIES: 3 AP EARNED: 40 GIL EARNED: 3,600 ITEMS: FIREWHEEL ROD, CONCH SHELL

You'll head back to Cyril to stop the five-fingered discounts on chicken. The mission may seem paltry, but completing it will peeve another clan, leading to more clan-warfare missions. You can select only three characters to face the Burglar. Avoid stepping into streams; you'll lose your attack phase.

LVL 7
BURGLAR

FROSTY MAGE

SUBQUEST

ENEMIES: 4 ALLIES: 6 AP EARNED: 40 GIL EARNED: 4,000 ITEM: LAGLACE SWORD, ICE SHIELD

A Black Mage is employing two ice-making Magic Devices to block Lutia Pass. Destroy the mage, his devices and his guardians, a Floateye and two Red Panthers. Don't use Ice-based attacks against the magic-casting Nu Mou or his contraptions—or all three bodies will regain Hit Points.

LVL 6
BLACK MAGE

LVL 4
FLOATEYE

LVL 3
RED PANTHER

LVL 3
RED PANTHER

PROF IN TROUBLE

SUBQUEST

ENEMIES: 5 ALLIES: 6 AP EARNED: 40 GIL EARNED: 4,000 ITEM: GEDEGG SOUP

Elsewhere in Lutia Pass, you'll find a Sage under attack by Ice Flans and Lost Ones. The latter are a pain. When you knock one out (healing spells work wonders), it will rise anew in three turns. You can win the battle if you destroy the Ice Flans and KO all Lost Ones.

LVL 3
LOST ONE

LVL 3
LOST ONE

LVL 3
LOST ONE

LVL 4
ICE FLAN

LVL 5
ICE FLAN

CLAN WARFARE IN IVALICE

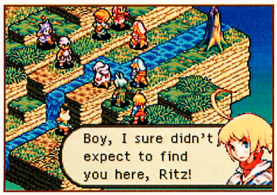
Your deeds will make your clan's presence known in Ivalice. Citizens will ask you to liberate their areas from evil clans. The more places you liberate, the more influence over pubs and shops you'll earn.

03 THE CHEETAHS

MAIN MISSION
DEFEAT ALL ENEMIES

ENEMIES: 5 ALLIES: 6 AP EARNED: 40 GIL EARNED: 6,000 ITEMS: THUNDER ROD, FORTUNE RING

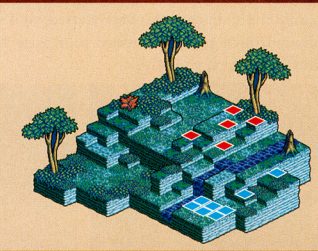
You're a long way from learning where Mewt wound up when worlds collided, but you'll learn Ritz's fate when you take on The Cheetahs, a clan terrorizing the Nubswood. Ritz and her clanmate Shara are also after the rogues. In addition to Marche, you can select three clan members.



Ritz is a Fencer; Shara's an Archer. To have team balance, ensure that a White Mage and a Black Mage are among your choices.

Cross the river before The Cheetahs draw near, or you'll be forced to waste time wading when they block the far shore.

NUBSWOOD MAP



ENEMY DATA

The Cheetahs employ a Fighter, an Archer, a Thief, a White Monk and a Black Mage. Race across the river and head up the slope as a tight team to take them on.

WHITE FLOWERS

SUBQUEST

ENEMIES: 5 ALLIES: 6 AP EARNED: 40 GIL EARNED: 1,600 ITEMS: WHITE FLOWERS, KRIS KNIFE

You'll head back to the Giza Plains to play horticulturist again, collecting flowers for a gift. Goblins and Red Caps still plague its fields, accompanied by the fierce sandstorm-conjuring Antlions. Avoid getting too close to a Red Cap, or it will lash out with its devastating Goblin Punch.

VILLAGE HUNT

SUBQUEST

ENEMIES: 5 ALLIES: 6 AP EARNED: 40 GIL EARNED: 4,200 ITEM: DIAMOND ARMOR

Your first trip to the Eluut Sands will take you directly into an Antlion nest. Though the Antlions have a piercing bite, close combat with them is far preferable to getting close to the pantherlike Coeurl—its claws exacts a huge amount of damage.

WANTED!

SUBQUEST

ENEMIES: 5 ALLIES: 6 AP EARNED: 40 GIL EARNED: 2,800 ITEM: FALCHION

You'll occasionally see missions to hunt down criminals—the first is Diaghilev Godeye, who's accused of making counterfeit cash. The mission brief doesn't indicate where the Alchemist is. You'll find him in the Giza Plains with his posse. Go for the jugular: Defeat Diaghilev to win the day.

SHOPPING SPREES: BE ALL THAT YOU CAN BE

The more you rove Ivalice and do good, the more towns will value your business. Pubs will sell you mission info at cheaper cost, and shops will offer more weapons. With weapons come new abilities, so spill your hard-earned Gil and get tipsy with power!

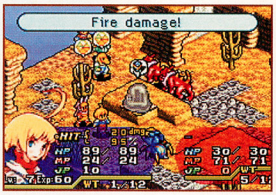
04 DESERT PERIL

MAIN MISSION
DEFEAT ALL ENEMIES

ENEMIES: 5 ALLIES: 6 AP EARNED: 40 GIL EARNED: 7,000 ITEM: SLEET ROD

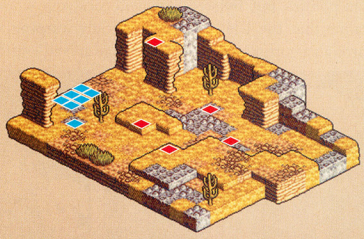
Monsters like to chomp on your bits, but they're not insane—usually. The Eluut Civilian Militia sends you after some that are. When you first enter Eluut Sands, a powerful Coeurl howls freakishly from the butte then runs down to join the fray. Clear the field before it arrives or you'll face the pain.

Study a new creature's stats before you strike. If it's elementally based, you can guess which attacks will do extra damage.



Commit two or three characters to taking out an Eluut Sands foe quickly before it finds a way to heal itself.

ELUUT SANDS MAP



ENEMY DATA

In addition to the Coeurl, you'll face two Red Panthers, an Antlion and a Cream. The Cream will conjure wide-range Thundara effects—spread out to destroy the evil creature.

A LOST RING

SUBQUEST

ENEMIES: 5 ALLIES: 6 AP EARNED: 40 GIL EARNED: 5,200 ITEM: DIAMOND ARMOR, KHUKURI

When you search for a lost ring that's fallen into a river—a love token, nothing *precious*—you meet three snake-headed character accompanied by a Sprite and a Goblin. Some Lamias can turn your characters into frogs, but KO the Sprite first to prevent it from using its healing White Wind.

STARING EYES

SUBQUEST

ENEMIES: 4 ALLIES: 6 AP EARNED: 50 GIL EARNED: 4,600 ITEM: VESPER, MAGIC RING

A Beastmaster is tormenting Cyril from a rooftop, sending two Floateyes and an Ahriman after local girls. His creatures will use wide-area attacks, so keep your party members spread out—though you should still converge on single monsters to take each one out before they all gang up on your team.

CLAN ROUNDUP

SUBQUEST

ENEMIES: 5 ALLIES: 6 AP EARNED: 40 GIL EARNED: 4,600 ITEM: THUNDER ROBE, DIAMOND ARMOR

After you accept the Clan Roundup mission, you may encounter a clan roving the world map. The clan will offer to leave you alone if you pay them lots of Gil. Don't do it—you'll lose more than money. You'll also lose your clan name. Attack instead. Obliterate the enemy White Mage first.

RAPIDLY EXPANDING CLAN

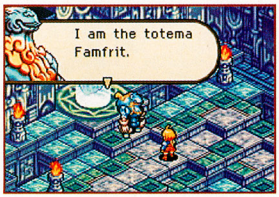
After beating certain missions or proving your clan's dominance, a new character will show up out of the blue and ask to join your clan. If you don't use the newbies in your battle party, consider sending them on Dispatch Missions to build 'em up.

05 TWISTED FLOW NP

MAIN MISSION
DEFEAT THE BOSS

ENEMIES: 5 ALLIES: 6 AP EARNED: 80 GIL EARNED: 8,000 ITEMS: THUNDER ROBE, BATTLE BOOTS

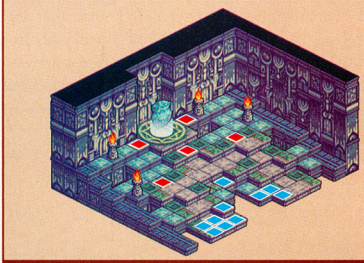
Missions have immersed you in local concerns, domestic needs and petty clan politics, but Twisted Flow will rock your world. When you investigate claims that the Ulei River is magically warping, you and your party fall through a vortex to discover a strange crystal—and FFTA's thickening plot.



The Totema Famfrit, a titanic being, guards the crystal. Destroy Famfrit to break the crystal—and gain control of the Totema.

Famfrit summons monsters that can KO party members with long-range spells. Don't be distracted; attack Famfrit to win.

ULEI RIVER CRYSTAL MAP

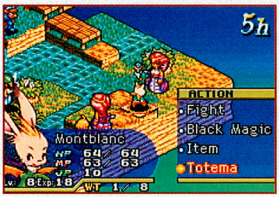


ENEMY DATA

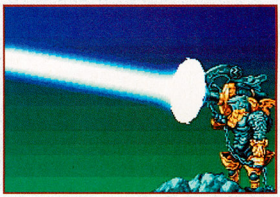
Famfrit will summon two high-level Floateyes and two Ahrimans. Ahrimans can cast Roulette, which randomly selects one creature—on either side—for an instant KO.

TOTEMAS: BRINGING OUT THE BIG GUNS

After you complete Twisted Flow, the "Totema" command will be added to your options—under certain conditions. When you summon a Totema like Famfrit during combat, you'll unleash apocalypse on your enemies.



Each Totema can be summoned by a specific race—Moogles can summon Famfrit. When such a character has amassed 10 Judge Points, he can conjure his Totema.



It will take many fights for a character to save up enough Judge Points to summon a Totema—don't squander the opportunity. Its single mega attack can end battles.

OASIS FROGS

SUBQUEST

ENEMIES: 3 ALLIES: 5 AP EARNED: 40 GIL EARNED: 4,600 ITEMS: THE HERO GAOL, BLESS STAFF

Twisted River introduces you to your main goal, but you'll still want to play through dozens of Subquests to build up your characters. In Oasis Frogs, you'll head to Cadoan to find out why the frogs are gone. You'll find hungry Lamias. Gang up and KO them fast before they use their witchy powers.

LVL 8 LAMIA

LVL 10 LAMIA

LVL 10 LAMIA

A CHALLENGE

SUBQUEST

ENEMIES: 5 ALLIES: 6 AP EARNED: 40 GIL EARNED: 4,200 ITEMS: THORN BOW, CHAR BOW

Enemy clans don't care that you have bigger fish to fry. As you pursue your main goal, they'll make your life miserable, taking over areas you've liberated and sending you challenges. After you accept A Challenge, Clan Baham will appear on the map. Collide with the clan to battle it into oblivion.

LVL 9 SOLDIER

LVL 7 ARCHER

LVL 7 THIEF

LVL 7 BLACK MAGE

LVL 8 WHITE MAGE

Tap into the Power of Advanced Jobs

By the time you've finished Twisted Flow, characters that you use most often in battle will have mastered several abilities—at which point specific races may have access to advanced jobs with amazing new abilities.

Marche

If Marche is permanently destroyed—which can happen later in his quest—the game's over. Alternate between Soldier and Fighter jobs (depending on what weapons you have) to bulk up his HP.

Needed: 2 Soldier Abilities

Must-Have Fighter Abilities

The Fighter gains many close-range attacks—such as Backdraft, which releases pure aggression on an adjacent foe, and Wild Swing, which whacks enemies on all sides. Air Render, Far Fist and other long-range srikes are also essential.

Bangaa Bishop

You may find yourself returning your first Bangaa to its initial job—White Monk—for its hack-and-slash advantages. But you should add abilities from a Bangaa's advanced jobs as quickly as possible. Start with the Bishop.

Needed: 2 White Monk Abilities

Must-Have Bishop Abilities

When a Bangaa wades into combat, he'll often separate himself from support, so the Bishop's Cura spell can keep him going in the face of brutal odds. Also, the Barrier spell dramatically raises a character's Weapon Defense and Magic Resistance.

Human Paladin

After spending time on offensive abilities as a Soldier, a Human can become a Paladin. When you can get your hands on a weapon that teaches one of the Paladin's better abilities, switch over just long enough to master it.

Needed: 2 Soldier Abilities

Must-Have Paladin Abilities

The Paladin can access Reflex, an awesome Reaction ability (one that activates automatically). Reflex anticipates regular attacks and helps the Paladin avoid them entirely. The Nurse ability heals lots of HP—another great boon.

Viera Sniper

You'll have a Viera Archer in your starting party. Her long-range archery skills are formidable, but they become even stronger with Sniper abilities. A Sniper can be a powerful asset early in the game, so tap into the job early.

Needed: 2 Archer Abilities

Must-Have Sniper Abilities

We love the name, we love its effect: Beso Toxico coats arrows with poison. When used with another Sniper ability—Conceal, which grants temporarily invisibility—a Sniper can sneak behind enemy lines to fire poison into enemy backs.

Moogle Time Mage

Your starting Moogle Black Mage will learn many offensive spells quickly, speeding him up the learning curve toward Time Mage abilities. A few time-bending spells can radically alter battle. Use them. Your enemies will.

Needed: 5 Black Mage Abilities

Must-Have Time Mage Abilities

With the Haste spell, you can grant characters the ability to strike more often in combat. The Slow spell puts foes into low gear. Use them together in combat to make your swift friends shut down your molasses-bound foes.

Nu Mou Beastmaster

While you should exploit advanced jobs as early as possible, don't forget to explore other jobs open to a race from the start. A Nu Mou can switch into Beastmaster mode at any time—its monster-controlling moves are brilliant.

Starting Job

Must-Have Beastmaster Abilities

With few spells, the Beastmaster can control many different monsters: Flan (for Flans, Jellies and Creams), Bomb (for Bombs and Grenades) and Floateye (for Floateyes and Ahrimans). But it's the Dragon ability that soon comes in handy.

Reunions and Rebellion in Your Future

After Twisted Flow, FFTA reveals its deepening story and magic system. You'll soon encounter princely Mewt, the tyrant who drives judges to impose harsher battle laws. You'll also stumble across Ezel, a genius who's invented a way to mess with the law system. But you won't be alone: We'll have more coverage of FFTA's many facets soon.

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES OCTOBER 2003

EXCELLENT ★★★★★ GREAT ★★★★ GOOD ★★★ SO-SO ★★ POOR ★

SOUL CALIBUR II

Dramatic and dynamic—Soul Calibur II is a fighter for the ages.

Fun as both a casual button-masher and an intense strategy-oriented fighter, Soul Calibur II is a multiplayer masterpiece. It's also a game that you can play for hours on end by yourself as you unlock modes, weapons and characters.

The keys to the game's immediate enjoyability are the fast and responsive play control and the great variety of characters and fighting styles. You can challenge computer-controlled or player-controlled fighters in arcade-style battles or embark on the 10-chapter, 50-battle Weapon Master mode to earn gold, build experience levels and watch a dramatic story unfold. You'll unlock weapons and features by winning battles, oryou purchase them instead with your accumulated wealth.

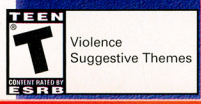
Each of the game's 20 characters has a dozen weapons. The personalities range from fencing champ Raphael to the axe-wielding Astaroth to the just plain strange Voldo, a blade-gloved battler who has a penchant for pirate clothing. And then there's Link, exclusive to the GCN version of the game. He's loaded with classic Legend of Zelda weapons, such as the Master Sword and the Cane of Byrna.

You won't find a more satisfying fighting experience on the GCN or any other game system.

COMMENTS: **Alan**—I say this without hyperbole: Soul Calibur II is the best fighting game ever created. The game's beautiful graphics and fantastic control are exceeded only by its incredible character balance. **Chris**—I can't help but stare at the screen and wonder with amazement how they were able to keep the frame rate up with so many polygons and effects. **Jessica**—The individual stories add a level of depth that is rarely reached in the fighting game genre. **Steven**—What could possibly make it better? Yup, Link.

- Namco 4
- 1 to 2 players simultaneously

ALAN	★★★★★
CHRIS	★★★★★
JESSICA	★★★★★
SCOTT	★★★★★
STEVEN	★★★★★



Violence
Suggestive Themes

F-ZERO GX

Captain Falcon soars in an adrenaline-pumping racing spectacle.

The techno-fueled F-Zero series, a mainstay on every Nintendo console since the Super NES, blasts off for its most insanely fast and challenging set of races yet. Circuit champ Captain Falcon leads a pack of 30 drivers, each with a supercharged hovercraft. You can take on the role of any racer and challenge the rest in Grand Prix mode, race against your friends in Vs. Battle mode or follow the captain's adventures in Story mode, an F-Zero first. Captain Falcon's challenges vary (collecting items, beating record times on tracks), but they all involve driving very fast and they're framed by cool CG movie sequences.

Your accomplishments will allow you to unlock tracks and give you points that you can use to purchase and customize vehicles. You can even create your own racing-team logo in the Emblem Editor.

The tracks wind around cities and natural environments, sometimes closing in to create pipes and other times opening up into jumps over wide gaps. The play control is precise, allowing you to turn sharply without slowing down, and the races are always nail-bitingly competitive.

The graphics are nothing short of amazing, but you won't have a chance to stop and marvel at them, because 29 competitors are hot on your tail.

COMMENTS: **Steve**—The latest entry in the venerable futuristic racing series is the fastest yet. It also has surprising depth. **Scott**—F-Zero GX is so fast you don't have time to think about how fast it is. Story mode is a great addition to the pure racing formula of earlier F-Zero games. **Chris**—This game is for true gamers—it offers challenge, variety and the ability to compare your skills against others. **Steven**—No other racing game even compares to F-Zero GX—it's a next-next-gen cyberrace before its time.

- Nintendo 7
- 1 to 4 players simultaneously

ALAN	
CHRIS	
SCOTT	
STEVE	
STEVEN	

TEEN T CONTENT RATED BY ESRB

Mild Violence
Comic Mischief
Suggestive Themes

P.N. 03

Genres meld in Capcom's beautiful sci-fi dancing shooter.

Give Ulala from Sega's Space Channel 5 sensible hair, put her in an armored, energy-blasting Aegis Suit and you'll have Vanessa Z. Schneider, the rhythmic robot-hunting heroine of Capcom's dazzling P.N. 03. The game is reminiscent of old-school character-based shooters, but its stylish environments and acrobatic, defensive, dance-style maneuvers set it apart. The twist is that you can't move and shoot at the same time, which makes your character alarmingly vulnerable in enemy-packed situations. Your ability to lock on to enemies automatically and spin 180 degrees in one fluid motion makes for added mobility.

When you're not sticking and moving, you can pull off Energy Drive moves that target multiple enemies. By defeating foes in quick succession, you'll complete combos and achieve a higher score. Points are important, because you can use them to power up your suit or buy items, such as more Energy Drive moves that pair with a variety of suits.

The graphics are stylized cool—bright white corridors with contoured walls, robot attackers that transform, and a great protagonist who is constantly grooving to the beat of the game's techno soundtrack.

COMMENTS: **Alan**—I really like this game—I really, really do. But it's too short, unless you're obsessed with collecting every suit. **George**—Although the stilted play control makes it frustratingly difficult to move at times, the overall playing experience is very engaging. **Chris**—What this game lacks in strong game play, it makes up for in total style. The character is sleek and cool, and the graphics, while sometimes repetitive, all stick to the intended image. **Steven**—P.N. 03 has its learning curves, but Vanessa Z. Schneider is too cool for drool.

- Capcom 5
- 1 player

ALAN	
CHRIS	
GEORGE	
JESSICA	
STEVEN	

TEEN T CONTENT RATED BY ESRB

Suggestive Themes
Violence

THE SIMPSONS: HIT & RUN

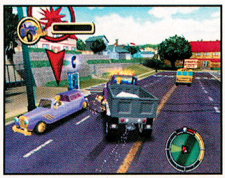
The road rage continues with a bigger, better, faster Simpsons adventure.

With a *Simpsons* in-joke around every corner, hilarious dialogue from the series writers and brilliant voice acting from the original cast, The Simpsons: Hit & Run is a driving- and on-foot-exploration adventure that no *Simpsons* fan should be without.

Homer, Bart, Lisa, Marge and Apu take turns exploring seven huge levels, each with eight standard missions, a variety of bonus missions, tons of hidden items and characteristic humor from nearly every character in the Simpsons' extended family. The missions range from item-collection tasks to races. As you carry them out, you'll drive from one familiar location to the next and often leave the car to talk to characters and explore. A radar display in the corner of the screen and arrows on the ground point you toward your goals.

You'll start with the family wagon then quickly earn a huge collection of vehicles, from the Plow King to Moe's flower-covered sedan. You can unlock cars by completing bonus missions, and purchase them with coins that you'll find all over the environment. Other unlockable items include outfits and multiplayer bonus races that are shown in an overhead view.

The game looks like a 3-D version of the show. Game play is solid, but your car will often feel a little out of control—too fast and too swervy. Of course, running over fire hydrants and parking on the lawn are part of the fun.



COMMENTS: **Jessica**—The control is great, the missions are creative and the dialogue is hilarious. **George**—The play is derivative, but fun. The main reasons to play are to see the Springfield sights, listen to the dialogue and laugh at all of the references to *Simpsons* episodes. **Steven**—The Simpsons: Hit & Run cuts a few corners—voice-overs and game play are a little repetitive—but all us *Simpsons* fans love reruns.

- Vivendi Universal Games 2
- 1 to 4 players simultaneously

ALAN	★★★★
CHRIS	★★★★
GEORGE	★★★★
JESSICA	★★★★
STEVEN	★★★

TEEN
T
CONTENT RATED BY ESRB

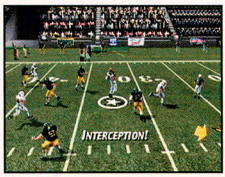
Comic Mischief
Mild Language
Violence

NCAA FOOTBALL 2004

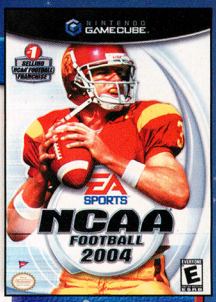
NCAA Football does for the college game what Madden does for the pros.

No game series captures the spirit of college football better than EA's NCAA Football series. The 2004 edition features dozens more teams than the 2003 version, a deeper Dynasty mode and the all-new College Classics mode—which allows you to replay the crucial moments of 20 games from the last two decades, such as the 2002 Fiesta Bowl.

The game play is incredibly intuitive and perfectly tuned. Players who have no video-game-football experience will be able to pick up and play it with ease, yet veterans will find enough complexity to make the game feel realistic. College football often seems faster, looser and more emotional than the pro game, and NCAA Football 2004 recognizes that difference. It gives you the impression that there is always hope of pulling off a big, momentum-shifting play. The game doesn't have the same fierce attention to detail and individual player control as the Madden NFL games. It's more about soaking in the college-football atmosphere and having a great time on the gridiron.



COMMENTS: **Alan**—How can a game that was so good last year be so much better? The chants, the new teams, the new mascots, the improved defense, the awesome recruiting system ... there aren't enough cool things to say about this game. **George**—The basic game play is nearly identical to that of last year's version, but the College Classics feature makes the update worthwhile. **Chris**—The graphics are still amazing, and each school's team cheers are remarkable. What I enjoy most about this game is that I feel the development team likes college football as much as the folks who will play this game. **Scott**—The play control is intuitive and sharp, making it a snap to pick up and enjoy from the first, well, snap.



- EA 2BG
- 1 to 2 players simultaneously

ALAN	★★★★★
CHRIS	★★★★★
GEORGE	★★★★★
JESSICA	★★★★
SCOTT	★★★★½

EVERYONE
E
CONTENT RATED BY ESRB

BOKTAI: THE SUN IS IN YOUR HAND

Light RPG Boktai uses the power of the sun to charge your adventure.

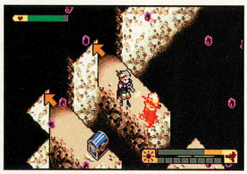
Vampire hunter Django sets out to rid the world of the undead in Konami's intricately designed Boktai: The Sun Is in Your Hand. This is a game like no other: The intensity of the light outside affects the way the game plays by way of a built-in sunlight sensor. When the sensor is picking up sunlight in the real world and your character is outside or under a skylight, your Solar Gun recharges, giving you energy to stun and defeat enemies. The sunlight also affects the behavior of some of the game's traps and devices, and keeps some enemies away until the sun goes down and you go inside.

If you're locked in a dark dungeon (in the game or in real life), you can get limited weapon recharges at Solar Stations or by consuming Solar Nuts.

In addition to the sunlight gimmick, the game also employs stealth elements. By avoiding enemies, you can get farther into the game's castles, bogs and caves without using your weapon's charge. Icons appear above enemies' heads to let you know if they have spotted you.

The story is strong fantasy, dealing with serious world events and the secrets of Django's vampire-hunting family. The graphics are detailed, but not cluttered.

COMMENTS: **Chris**—I was at first concerned that this game would be just a gimmick, but a few minutes of playing quickly changed my mind. The most impressive thing is the quality of the sound. The voice-overs are clear and rich, and the music leaps out of the speaker. **Jessica**—Boktai gets my vote for most innovative game on the GBA. **George**—Even if you don't live in a sunny climate, the sun sensor works well. The sunlight element adds a lot and gives you a good excuse to get outside while you enjoy a great adventure.



- Konami/128 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

CHRIS	4.5
GEORGE	4.5
JESSICA	4.0
SCOTT	4.5
STEVEN	4.5

EVERYONE
E
Fantasy Violence
CONTENT RATED BY ESRB

FINAL FANTASY TACTICS ADVANCE

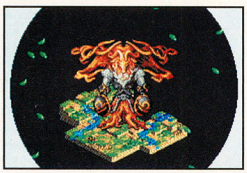
Step into the world of Final Fantasy for a strategy-dense GBA adventure.

At long last, the Final Fantasy franchise returns to a Nintendo game system in the form of Final Fantasy Tactics Advance for the GBA. It's an unbelievably expansive role-playing adventure with a complex battle system. When young outcast Marche and his friends, Mewt and Ritz, find a mysterious book, their town transforms into the Kingdom of Ivalice and their magical adventure begins. By making friends, learning new abilities and taking on missions, Marche and company can unravel the mysteries of Ivalice.

The adventure encompasses more than 300 missions, which represent hundreds of hours of game play. Characters of five races can join your party and take on dozens of jobs (soldiers, thieves, mages, etc.). The items that your party members equip will help them learn new abilities and be more effective at their jobs.

The turn-based battle system is heavy on strategy—it allows you to position each combatant in the environment and gang up on opponents or divide and conquer. Special laws govern most battles. If your characters break the laws, they might end up in jail.

COMMENTS: **Jessica**—FFTA has lived up to my expectations and then some. The story line and dialogue are very well done, and the graphics are beautiful, as Square Soft fans like myself have come to expect. The level of strategy involved in the missions increases in difficulty at a perfect pace. **Alan**—There are easily 150 hours of game play here, and instead of the game becoming old and monotonous, it actually becomes more addictive as you play. I've never played a more in-depth GBA title. **Steven**—You could read *The Chronicles of Narnia* in less time than it'd take to play through FFTA. With over 75 hours into this addictive game, I'm still only halfway through the main story line.



- Nintendo/128 Megabits
- 1 player

ALAN	5.0
CHRIS	4.5
JESSICA	5.0
STEVE	5.0
STEVEN	5.0

EVERYONE
E
Alcohol Reference
Mild Violence
CONTENT RATED BY ESRB

FREAKY FLYERS

- Midway
- 1 to 2 player simultaneously
- Two discs

TEEN — Comic Mischief, Mild Violence, Suggestive Themes

Strong characters, solid game play and multiple paths in large, open environments put sky-high kart racer Freaky Flyers a notch above most comic racing and shooting games. The sense of humor in the game's volumes of CG cut scenes and original songs hit you with the subtlety of a cartoon frying pan—you'll either scream with laughter or moan with anguish. Unlockable characters and tons of secrets add to the game's replayability.

ALAN
CHRIS
GEORGE
JESSICA
STEVEN

AQUAMAN: BATTLE FOR ATLANTIS

- TDK Mediactive
- 1 player

TEEN — Violence

DC Comics' man-fish puts up his dukes to save Atlantis in a simple 3-D action-fighter. The forces of Black Manta are invading, and Aquaman must take them on. An arrow points in the direction of your next fight. Once you get there, you'll lock on to your opponent. Combo moves add an extra kick, and sharks come to your aid when you call them. The battles are well-executed, if a little slow, but the overall experience is one-dimensional.

ALAN
CHRIS
GEORGE
SCOTT
STEVEN

CHARLIE'S ANGELS

- Ubi Soft
- 1 to 2 players simultaneously

TEEN — Suggestive Themes, Violence

Ubi Soft's Charlie's Angels game is far more cornball than cool kitsch like the films. Thieves have stolen the Statue of Liberty. The Angels must investigate by entering a bikini contest and fighting construction workers. The result is a 3-D platform fighter with monotonous game play in which you must defeat enemies to make invisible barriers disappear. The voices and likenesses of the movies' actresses can't save it from being sub-standard.

CHRIS
GEORGE
JESSICA
STEVE
STEVEN

MADDEN NFL 2004

- EA
- 1 to 2 players simultaneously

EVERYONE

When it comes to NFL video game franchises, all routes lead to the Madden NFL series. The 2004 edition is the deepest and most involving Madden game yet; the new play-adjusting controls allow you to tweak plays before the snap, and the Owner mode lets you manage every aspect of team ownership and develop your players in training camp. Hard-core NFL fans will love it, but the intricacies may be lost on casual players.

ALAN
CHRIS
GEORGE
JESSICA
STEVE

BARBIE HORSE ADVENTURE: BLUE RIBBON RACE

- Vivendi Universal Games/ 32 Megabits
- 1 to 2 players alternating

EVERYONE

Great animation, a large selection of horses and eight equestrian events make Barbie Horse Adventure: Blue Ribbon Race a fun ride for Barbie fans. Missions run the gamut, from item-collection challenges to obstacle courses and races. By completing the events, you can earn more horses and unlock four two-player minigames. The game's pace is slow and the music is grating, but the overall play is solid.

ALAN
CHRIS
GEORGE
JESSICA
STEVEN

GEM SMASHERS

- Metro3D/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE

A resilient creature bounces around 160 playing fields while breaking gems that match its color in lighthearted, action-oriented puzzle game Gem Smashers. As one of three rock-cracking characters, you must spring into objects that change your color so you can break all of the gems—but watch out for damaging skulls. The puzzles aren't very puzzling, but the pace is quick and the action is intense.

ALAN
CHRIS
GEORGE
SCOTT
STEVEN

MADDEN NFL 2004

- EA/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE

The Madden series takes the if-it-ain't-broke-don't-fix-it approach with its 2004 edition on Game Boy Advance. It's a good football game that, except for the updated rosters, is virtually identical to the series' 2003 iteration. The one obvious addition is a feature that allows you to trade Madden cards with the GCN version using a Nintendo GameCube Game Boy Advance cable.

ALAN
CHRIS
GEORGE
JESSICA
SCOTT

ROAD RASH: JAILBREAK

- Destination/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

TEEN — Mild Language, Mild Violence

Three motorcycle maniacs and one tough cop fly through six long courses in the first GBA Road Rash. By knocking over outhouses, you'll collect items that will send your competitors to the ground. The computer-controlled cop will end your race if he knocks you off your bike, which makes early races needlessly difficult. The courses are packed with short hills, but the bikes rarely leave the ground.

ALAN
CHRIS
JESSICA
SCOTT
STEVEN

STUNTMAN

- Atari/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE — Mild Violence

Speed through narrow gaps, jump over wide chasms and swerve around moving objects as a Hollywood stuntman in six action-charged environments. Each course presents a string of challenges. If you complete them in time, you'll earn cash, which you can use to purchase cars and arenas. The game's 3-D driving engine provides one of the GBA's best automotive experiences—fast action with a smooth frame rate.

ALAN
CHRIS
GEORGE
SCOTT
STEVEN

KEY

GCN — GBA — GBC — 7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE — ARCADE — FIGHTING — PLATFORM — PUZZLE — RPG — RACING — SHOOTER — SPORTS — STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN:
CHRIS:
GEORGE:
JESSICA:
SCOTT:
STEVE:
STEVEN:

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

- EARLY CHILDHOOD — Early Childhood
- TEEN — Teen (13+)
- ADULTS ONLY 18+ — Adult (18+)
- EVERYONE — Everyone
- MATURE 17+ — Mature (17+)
- RATING PENDING — Rating Pending

To contact the ESRB, visit www.esrb.com.

NP 411

The shizzle. For rizzle.

NINTENDO POWER SOURCE

Your NSIDER power source to everything Nintendo.

www.nintendo.com

GENERAL QUESTIONS?

Try www.nintendo.com or e-mail us at: nintendo@noa.nintendo.com

SYSTEM SETUP, TROUBLESHOOTING AND REPAIR

www.nintendo.com/consumer/index.html

TALK TO A GAME COUNSELOR

For Help Playing Any Nintendo Game

1-800-521-0900

Available in the U.S. and Canada
$1.50 per minute (in U.S. funds)
Please have VISA or MasterCard Ready

(1-425-883-9714 TDD)
6 a.m.-7 p.m. Pacific time, everyday.
Callers under age 18 need to obtain parental permission to call.

NINTENDO POWER SUBSCRIPTIONS, RENEWALS, BACK ISSUES, PLAYER'S GUIDES AND MORE

www.nintendo.com/consumer/magazine/index.jsp

POWER LINE

1-425-885-7529

Prerecorded Game Tips and Future Product Information

Get complete game walk-throughs on the most popular games for the Nintendo systems. This call may be long-distance, so be sure to get permission from whoever pays the phone bill before you call. For a complete list of games available on the power line, check out:

www.nintendo.com/consumer/gameplay/powerline.html

If you are unable to find what you need at our website, contact us at:

1-800-255-3700

(1-800-422-4281 TDD)

Note: We are unable to answer game play questions on this line. 6 a.m.-7 p.m. Pacific time, everyday. French- and Spanish-speaking representatives are available.

Contact Us

arena@nintendopower.com
classified@nintendopower.com
epic@nintendopower.com
nowplaying@nintendopower.com
pokecenter@nintendopower.com
poweron@nintendopower.com
pulse@nintendopower.com

Nintendo Power
PO Box 97033
Redmond, WA 98073-9733

E-mail sent to the above addresses will not receive a response.

NINTENDO POWER Advertising Inquiries

Video game-related:
Jeff Bafus, Nintendo of America 425.882.2040
NP.advertising@noa.nintendo.com

Non-video game-related:
Peter Guenther, Mediagistic 312.364.9001
pguenther@mediagistic.com

For rate card, ad specs and other advertising information, please go to www.nintendopower.com/rates.html

URL—Index

store.nintendo.com
www.animal-crossing.com
www.camphyrule.com
www.donkeykongcountry.com
www.excitebike64.com
www.gameandwatch4.com
www.gameboy.com
www.gameboyadvance.com
www.gameboyadvance.com/advancewars
www.gameboyadvance.com/fzero
www.gameboyadvance.com/mariokart
www.gameboyadvance.com/supermarioadvance
www.gameboyadvance.com/smw
www.gameboyadvance.com/wario
www.gameboyadvance.com/yoshi
www.goldensun-games.com
www.hamtaro-games.com
www.kirbykirbykirby.com
www.luigis-mansion.com
www.magicalmirror.com
www.mario-golf.com
www.marioparty.com
www.metroid.com
www.nintendo.com
www.nintendo.com/e32k3
www.nintendo-e-reader.com
www.nintendofusiontour.com
www.nintendogamecube.com
www.nintendopower.com
www.pokemon.com
www.pokemon-games.com
www.pokemon-tcg.com
www.pokemoncrystal.com
www.pokemonstadium.com
www.smashbros.com
www.starfox.com
www.starfoxadventures.com
www.supermariosunshine.com
www.wario-world.com
www.warioware.biz
www.waverace-bluestorm.com
www.zelda.com

Send your letters and art to:
Nintendo Power Player's Pulse
PO Box 97033
Redmond, WA 98073-9733

PLAYER'S PULSE ART OF THE MONTH OFFICIAL CONTEST RULES

No purchase necessary to enter or win. Purchase will not increase odds of winning. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. The sponsor of the Contest is NOA of Redmond, Washington. Void where prohibited. To enter print your name, address, telephone number, on your art, and mail the entry to this address: NINTENDO POWER, PLAYER'S PULSE, P.O. BOX 97033, REDMOND, WA 98073-9733. Enter as often as you wish. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. The Contest will be run monthly from January 1, 2003 to January 1, 2004 or until Nintendo discontinues the Contest (the "Term"). Material submitted to NOA in connection with the Contest (e.g., art, letters, creative suggestions, ideas, notes, drawings, concepts, or other information (collectively, the "Submissions"), shall be and shall remain the property of NOA upon submission, including all associated copyright, trademark and other proprietary rights. Submissions will not be returned to you. None of the Submissions shall be subject to any obligation of confidence on NOA's part, and NOA shall not be liable for any use or disclosure of any Submissions. You agree that NOA will own all rights to the Submissions forever and throughout the world, and NOA may use the Submissions in any manner or medium now existing or developed in the future, without any compensation to you or any other person or entity. You may only submit material that is original and has not been copied from any other work. Any material you submit must not violate, misappropriate or infringe any copyright, trademark or other proprietary right of any other person or entity. All entries must be received by NOA by the last day of the month in order to be eligible to win a prize for that month. Each month during the Term of the Contest, NOA will select from all entries received in the previous month the eligible entrant who submits the one (1) entry which an independent judge determines, in his or her discretion, to be the most apt, original, interesting and creative "Art of the Month". NOA will attempt to notify winners by mail by the 20th of the following month after winner selection. Prize: NOA will award one (1) Nintendo Power T-shirt each month to the winning entrant whose art is selected as "Art of the Month". Approximate Retail Value (ARV) of prize package is $10.00. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of eligible entries received. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or a list of winners, after February 1, 2003 and before January 31, 2004, send a stamped, self-addressed envelope to the address above. WA/VT residents may omit return postage. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA, its parent, and their affiliates, directors, officers and employees from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the Contest at any time if causes beyond NOA's control affect the administration of the Contest or NOA otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are ©2003 Nintendo.

THE NINDEX

GAME INDEX VOLUME 172—OCTOBER 2003

1080° Avalanche: 25
Advance Wars 2: Black Hole Rising: 120
Animal Crossing: 118
Aquaman: Battle for Atlantis: 140
Barbie Horse Adventure: Blue Ribbon Race: 140
Beyblade: Super Tournament Battle: 24
Billy Hatcher and the Giant Egg: 90-96
Boktai: The Sun is in Your Hand: 86-89, 139
Buffy the Vampire Slayer: Chaos Bleeds: 22
Burnout 2: Point of Impact: 120
Charlie's Angels: 140
CIMA: The Enemy: 112-113
Disney's Brother Bear: 21
Disney's Extreme Skate Adventure: 24
Disney's Hide and Sneak: 20
Disney's The Lion King 1 1/2: 21
Disney's Mickey's Magical Quest 2 Starring Mickey and Minnie: 122-126
Dragon Ball Z: Budokai: 21
Enter the Matrix: 70-71
F-Zero GX: 52-58, 137
Final Fantasy Tactics Advance: 29, 128-135, 139
Freaky Flyers: 74-77, 140
Gem Smashers: 140
Harry Potter and the Chamber of Secrets (GCN): 68-69
The Haunted Mansion: 25
The Hobbit: 22
The Hulk: 66
I-Ninja: 20
Justice League: 20
Kien: 24
Kirby's Air Ride: 22
Lizzie McGuire: On the Go: 21
Madden NFL 2004 (GCN): 140
Madden NFL 2004 (GBA): 141
Mace Griffin: Bounty Hunter: 24
Medal of Honor Infiltrator: 21
Metal Slug Advance: 24
Midway Arcade Treasures: 21
NCAA Football 2004: 120, 138
NHL Hitz Pro: 24
P. N. 03: 78-84, 137
Pokémon Pinball: Ruby & Sapphire: 29
Pokémon Ruby & Sapphire: 102-103
Pokémon Trading Card Game: EX Ruby & Sapphire: 102-103
Road Rash: Jailbreak: 141
Robocop: 24
Rogue Ops: 21
Scooby-Doo: Mystery Mayhem: 24
Shining Soul: 114-116
The Simpsons: Hit & Run: 106-111, 138
Sonic Adventure DX: Director's Cut: 120
Soul Calibur II: 40-48, 136
Spawn: 21
Star Wars Rogue Squadron III: Rebel Strike: 50
Stuntman: 141
Teenage Mutant Ninja Turtles: 23
Tiger Woods PGA Tour 2004: 25-26
Top Gear Rally: 23
Viewtiful Joe: 30-38
Wario Ware, Inc.: Mega MicrogameS: 67
Wario World: 72
World Championship Pool 2004: 20
Yu-Gi-Oh!: The Sacred Cards: 24
YuYu Hakusho: Spirit Detectives Ghost Flies: 20

NINTENDO GAMECUBE. TITLES CURRENTLY AVAILABLE

ADVENTURE
Aquaman: Battle for Atlantis
Army Men: Air Combat "The Elite Missions"
Batman Dark Tomorrow
Batman Vengeance
Blood Omen 2
BloodRayne
Casper: Spirit Dimensions
Charlie's Angels
Conflict: Desert Storm
Dinotopia: The Sunstone Odyessey
Disney/Pixar's Finding Nemo
Disney's Magical Mirror Starring Mickey Mouse
Disney's Tarzan Untamed
Dr. Muto
Enter the Matrix
Eternal Darkness: Sanity's Requiem
FireBlade
Harry Potter & The Chamber of Secrets
Hitman 2: Silent Assassin
The Hulk
Jimmy Neutron Boy Genius
The Legend of Zelda: Ocarina of Time/Master Quest
The Legend of Zelda: The Wind Waker
The Lord of the Rings: The Two Towers
Luigi's Mansion
Metroid Prime
Minority Report
Mystic Heroes
Piglet's Big Game
Pikmin
Reign of Fire
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Robotech: BattleCry
Rocket Power: Beach Bandits
Scooby-Doo!: Night of 1,000 Frights
The Scorpion King: Rise of the Akkadian
Sonic Adventure 2: Battle
Sonic Adventure DX: Director's Cut
Spider-Man: The Movie
SpyHunter
Star Fox Adventures
Star Wars Bounty Hunter
Star Wars: The Clone Wars
Star Wars Rogue Squadron II: Rogue Leader
Superman: Shadow of Apokolips
Tom Clancy's Splinter Cell
Universal Studios Theme Parks Adventure
Wario World
X2: Wolverine's Revenge
Zapper

ARCADE/PARTY
Defender
Disney/Pixar's Monster's Inc.: Scream Arena
Dragon's Lair 3D
Gauntlet: Dark Legacy
Hunter: The Reckoning
Ikaruga
Mario Party 4
Mary-Kate & Ashley Sweet 16: Licensed to Drive
Monopoly Party
Namco Museum
Nickelodeon Party Blast
Pac-Man Fever
Rayman Arena
Shrek Super Party
Sonic Mega Collection
Super Monkey Ball
Super Monkey Ball 2
Top Gun: Combat Zones

FIGHTING
Bloody Roar: Primal Fury
Capcom vs. SNK 2: EO
Def Jam Vendetta
Godzilla: Destroy All Monsters Melee
Legends of Wrestling
Legends of Wrestling II
Mortal Kombat: Deadly Alliance
Super Smash Bros. Melee
UFC Throwdown
Ultimate Muscle: Legends vs. New Generations
WWE Wrestlemania X8
X-Men: Next Dimension

PLATFORM
Bomberman Generation
Crash Bandicoot: The Wrath of Cortex
Darkened Skye
Disney's Donald Duck: Goin' Quackers
Disney's PK: Out of the Shadows
Frogger Beyond
Mega Man Network Transmission
Pac-Man World 2
Rayman 3: Hoodlum Havoc
Rugrats: Royal Ransom
Shrek: Extra Large
SpongeBob SquarePants: Revenge of the Flying Dutchman
Spyro: Enter the Dragonfly
Super Mario Sunshine
Taz: Wanted
Ty the Tasmanian Tiger
Vexx

PUZZLE
Bust-a-Move 3000
Egg Mania: Eggstreme Madness
Super Bubble Pop
Tetris Worlds
ZooCube

RACING
18 Wheeler: American Pro Trucker
4 x 4 EVO 2
ATV: Quad Power Racing 2
Burnout
Burnout 2: Point of Impact
Cel Damage
City Racer
Crazy Taxi
Dakar 2: The World's Ultimate Rally
Driven
Extreme G 3
F1 2002
Freekstyle
Hot Wheels: Velocity X
Jeremy McGrath Supercross World
Mat Hoffman's Pro BMX 2
Monster Jam: Maximum Destruction
MX SuperFly
NASCAR: Dirt to Daytona
NASCAR Thunder 2003
Need for Speed: Hot Pursuit 2
Pro Rally 2002
The Simpsons: Road Rage
Smashing Drive
Smuggler's Run: Warzones
Speed Kings
SX Superstar
Tube Slider
Wave Race: Blue Storm
Wreckless: The Yakuza Missions
WWE Crush Hour

RPG
Animal Crossing
Baldur's Gate: Dark Alliance
Cubivore
Evolution Worlds
Lost Kingdoms
Lost Kingdoms II
Phantasy Star Online Episode I & II
The Sims
Skies of Arcadia Legends
Summoner: A Goddess Reborn

SHOOTER
Dead to Rights
Die Hard: Vendetta
James Bond 007: Agent under Fire
James Bond 007: NightFire
Medal of Honor: Frontline
Men in Black II: Alien Escape
Red Faction II
Star Wars Jedi Knight II: Jedi Outcast
Tom Clancy's Ghost Recon
Tom Clancy's The Sum of All Fears
TimeSplitters 2
Turok: Evolution

SPORTS
2002 FIFA World Cup
Aggressive Inline
All-Star Baseball 2002
All-Star Baseball 2003
All-Star Baseball 2004
Backyard Baseball
Backyard Football
Beach Spikers
Big Air Freestyle
Black & Bruised
BMX XXX
Dark Summit
Dave Mirra Freestyle BMX 2
Disney Sports Football
Disney Sports Skateboarding
Disney Sports Soccer
ESPN International Winter Sports 2002
ESPN MLS ExtraTime 2002
Evolution Skateboarding
Evolution Snowboarding
FIFA Soccer 2002
FIFA Soccer 2003
Home Run KING
Kelly Slater's Pro Surfer
Knockout Kings 2003
Madden NFL 2002
Madden NFL 2003
Mario Golf: Toadstool Tour
MLB SlugFest 20-03
NBA 2K2
NBA 2K3
NBA Courtside 2002
NBA Live 2003
NBA Street
NBA Street Vol. 2
NCAA College Basketball 2K3
NCAA College Football 2K3
NCAA Football 2003
NFL 2K3
NFL Blitz 20-02
NFL Blitz 20-03
NFL QB Club 2002
NHL 2003
NHL 2K3
NHL Hitz 20-02
NHL Hitz 20-03
Outlaw Golf
RedCard 20-03
Rocky
Sega Soccer Slam
SSX Tricky
Street Hoops
Swingerz Golf
Tiger Woods PGA Tour 2003
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Virtua Striker 2002
Whirl Tour
WTA Tour Tennis

NEXT ISSUE

VOLUME 173 — NOVEMBER 2003

The Force Is Strong with This One

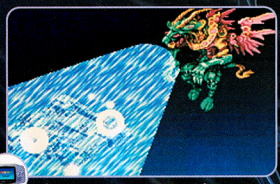
Star Wars Rogue Squadron III: Rebel Strike

Gamers have enlisted in droves for the brilliant dogfights in previous Rogue Squadron games—and the latest evolution of the series includes far more of the *Star Wars* universe. Next month, you'll be blown away when we climb into Rebel Strike's cockpit, and out of it to test-drive a tauntaun and defend Rebel bases on foot!

Final? This Fantasy's Just Beginning!

Final Fantasy fans can look forward to eons of game play. Next issue, we'll reveal how to exploit FFTA's most powerful magic, and Epic Center will gaze deep into Final Fantasy: Crystal Chronicles to bring you exclusive news from Japan!

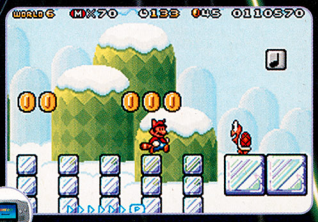
Final Fantasy: Crystal Chronicles



Final Fantasy Tactics Advance

Great Previews and Reviews

Gladius



Super Mario Advance 4: Super Mario Bros. 3

Tiger Woods PGA Tour 2004

Kirby Air Ride

Inside Scoop on Kirby

Kirby made his GCN debut in Super Smash Bros. Melee and will soon break from the crowd in Kirby Air Ride. Next month, we'll reveal the game's story line with a Kirby comic—and divulge the game's other surprising ties to SSBM!

Plus!

- JAMES BOND 007: EVERYTHING OR NOTHING
- WWE WRESTLEMANIA XIX
- AUTO MODELLISTA
- BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS
- GOBLIN COMMANDER: UNLEASH THE HORDE

Teenage Mutant Ninja Turtles

Canadian postage paid at Mississauga, Ontario. Canadian Publication Agreement #1643010. Return undeliverable copies in Canada to: 110-13480 Crestwood Place, Richmond, BC, V6V 2J9.

FREEDOM WILL ENDURE

GOTHAM GAMES

CONFLICT: DESERT STORM II™

BACK TO BAGHDAD

COMING OCTOBER 2003

COMMAND FOUR ELITE UNITS FROM THE US DELTA FORCE OR BRITISH SAS, EACH WITH UNIQUE SKILLS AND ARSENALS.

MULTIPLAYER ACTION ALLOWS UP TO FOUR PLAYERS TO JOIN IN THE BATTLE FOR FREEDOM!

TEN VARIED LEVELS OF GULF WAR ACTION WILL TAKE YOU FROM STEALTHY P.O.W. BREAKOUTS TO ALL OUT TANK BATTLES!

PlayStation.2 XBOX PC CD-ROM SOFTWARE SCi GAMES PIVOTAL GAMES

RATING PENDING RP CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

Gotham Games and the Gotham Games logo are trademarks of Take-Two Interactive Software, Inc. ©2003 Take-Two Interactive, Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. The ratings icon is a trademark of the Interactive Digital Software Association. ©2003 SCi Games Limited. All rights reserved. Conflict: Desert Storm II is a trademark of SCi Games Ltd. SCi Games Ltd. is a subsidiary of SCi Entertainment Group Plc. Developed by Pivotal Games Limited.

THE *OFFICIAL* GUIDE FROM NINTENDO POWER®

EXPLORE NEW WORLDS WITH GUIDES FROM NINTENDO'S EXPERTS

FINAL FANTASY TACTICS ADVANCE

The epic is back, and only on Game Boy Advance! With the Official Final Fantasy Tactics Advance Player's Guide, you'll prepare Marche and his band for new adventures, exciting challenges and thrilling victories.

- Comprehensive coverage of every mission, including secrets and strategy for acquiring skills and changing jobs
- Exhaustive charts that cover every ability, including spells, special weapon attacks, and defensive actions
- The lowdown on every character and item in the game, along with a guide to the all-new law system
- Detailed, full-color maps of every battlefield, accompanied by strategy for each combat type

F-ZERO GX

As your pilot risks everything to be the top speedster in the universe, you'll lap the competition by knowing the ins and outs of all 34 courses before race day!

- Detailed maps of every twist and turn, straightaway and jump of the game's 34 hectic races
- Tips for building a winning vehicle, and strategy for Grand Prix, Time Attack and Story modes
- Coverage of the boosts and obstacles that can spell disaster or seal victory

ADVANCE WARS 2: BLACK HOLE RISING

Drive the Black Hole invaders from Wars World with winning strategies for the entire campaign and more than 100 additional missions.

DONKEY KONG COUNTRY

King K. Rool and his Kremling henchmen don't stand a chance against the expert tactics and detailed maps of the Offical DKC Player's Guide.

COMING SOON:

ORDER THE GUIDES ABOVE TODAY!

VISIT STORE.NINTENDO.COM

OR CALL 1-800-255-3700

THEY'RE HERE!

ARRIVALS

- 001 TREECKO
- 004 TORCHIC
- 007 MUDKIP
- 011 MIGHTYENA
- 029 RALTS
- 048 MAKUHITA
- 061 SKITTY
- 071 LAIRON

NEW EX RUBY & SAPPHIRE CARDS HAVE ARRIVED!
OVER 40 NEW POKÉMON. 109 NEW CARDS. NEW 2-ON-2 BATTLES.
NEW GAME PLAY. E-READER BONUS. 100% COMPATIBLE WITH PREVIOUS GAMES.

IN STORES NOW!

EACH BOOSTER PACK CONTAINS:
- *5 common cards*
- *2 uncommon cards*
- *1 rare card*
- *1 reverse foil card*

Pokémon® TRADING CARD GAME
EX RUBY & SAPPHIRE

© 2003 Pokémon. © 1995-2003 Nintendo/Creatures Inc./GAME FREAK inc. ™ & ® are trademarks of Nintendo. "Dot Code Technology" is licensed by OLYMPUS OPTICAL CO., LTD. © 2003 Nintendo.

Nintendo® Pokémon USA, Inc. WWW.POKEMON-TCG.COM e-reader

©2003 Schwan's Consumer Brands North America, Inc. All rights reserved.

You could win a SPY KIDS 3-D GAME OVER Ultimate Gaming System!

Look inside marked boxes for your chance to win.

Tony's What you really want!™

RATED PG • OPENS JULY 25TH • SPYKIDS.COM

No purchase necessary. Many will enter, few will win. For odds of winning and alternate means of entry, please see tonys.com

NO PURCHASE NECESSARY. PURCHASE WILL NOT INCREASE ODDS OF WINNING. GAME OPEN TO LEGAL U.S. RESIDENTS, WHO ARE AGES 7 – 15 YEARS OF AGE AND WHO HAVE THE CONSENT OF THEIR PARENT/LEGAL GUARDIAN. GAME BEGINS 7/1/03. TO ENTER, OBTAIN AN OFFICIAL GAME PIECE BY 1/5/04 (WHILE SUPPLIES LAST), LOCATED IN SPECIALLY MARKED PACKAGES OF TONY'S® PIZZAS, OR FOR A FREE GAME PIECE, MAIL A HAND-PRINTED, SELF-ADDRESSED STAMPED ENVELOPE TO TONY'S "SPY KIDS 3" GAME PIECE REQUEST P.O. BOX 292, WILTON, CT 06897-0292. VT RESIDENTS MAY OMIT RETURN POSTAGE. GAME PIECE REQUESTS MUST BE POSTMARKED BY 1/5/04 AND RECEIVED BY 1/12/04. PHOTOCOPIED OR MECHANICALLY REPRODUCED GAME PIECE REQUESTS OR SECOND CHANCE DRAWING ENTRIES WILL NOT BE HONORED. LIMIT ONE REQUEST PER OUTER MAILING ENVELOPE. SCHWAN'S CONSUMER BRANDS NORTH AMERICA ("SPONSOR") IS NOT RESPONSIBLE FOR AND WILL NOT HONOR LOST, LATE, DAMAGED, MISDIRECTED, ALTERED, ILLEGIBLE, MUTILATED OR POSTAGE DUE MAIL. GAME PIECE REQUESTS OR SECOND CHANCE DRAWING ENTRIES. ENTRIES BECOME THE PROPERTY OF THE SPONSOR AND WILL NOT BE RETURNED. GAME ENDS ON 1/5/04 OR WHEN GAME PIECE SUPPLIES ARE EXHAUSTED, WHICHEVER IS EARLIER. **TO PLAY:** IF GAME PIECE REVEALS YOU ARE A WINNER, YOU WIN THE PRIZE INDICATED. SUBJECT TO VERIFICATION AND VALIDATION. **PRIZES/ODDS:** ONE (1) GRAND PRIZE: AN ULTIMATE GAMING SYSTEM CONSISTING OF A 42" HD READY PLASMA TV, HDTV TUNER AND A NINTENDO GAMECUBE™ WITH MEMORY CARD AND TEN (10) GAMES (APPROXIMATE RETAIL VALUE ("ARV") $7,240) ODDS: 1:20,002,000. ONE HUNDRED TWENTY FIVE (125) FIRST PRIZES: A NINTENDO GAME BOY® ADVANCE SP (ARV $100) ODDS: 1:160,016. FIVE (5) SECOND PRIZES: A SPY KIDS GIFT PACK (DVD, T-SHIRT, CD/DVD AN AUTOGRAPHED SPY KIDS 3 POSTER AND A SPY KIDS 3 WATCH (ARV $22) ODDS: 1:88,897. THIRTY SIX HUNDRED (3,600) THIRD PRIZES: A PAIR OF SPY KIDS SUNGLASSES (ARV $1.20) ODDS: 1:5,556. AND SIX THOUSAND FIFTY (6,050) FOURTH PRIZES: A SPY KIDS 3 POSTER (ARV $11) ODDS: 1:3,305. TOTAL PRIZE POOL: $40,190. **VERIFICATION AND REDEMPTION:** TO REDEEM GRAND AND FIRST PRIZE CLAIM, SIGN YOUR WINNING GAME PIECE AND KEEP A PHOTOCOPY FOR YOURSELF. MAIL THE ORIGINAL GAME PIECE, ALONG WITH A 3" X 5" PIECE OF PAPER ON WHICH YOU HAVE LEGIBLY HAND-PRINTED YOUR NAME, COMPLETE ADDRESS, CITY, STATE, ZIP CODE, DAYTIME TELEPHONE NUMBER, AGE AND THE NAME OF YOUR PARENT/LEGAL GUARDIAN, VIA CERTIFIED MAIL, RETURN RECEIPT REQUESTED, TO: TONY'S "SPY KIDS 3" P.O. BOX 8697, NEW MILFORD, CT 06776-8697. TO REDEEM SECOND, THIRD AND FOURTH PRIZE CLAIMS, FOLLOW THE PROCEDURE FOR REDEEMING GRAND AND FIRST PRIZE CLAIMS BUT CLAIMS MAY BE SENT VIA REGULAR MAIL. ALL WINNING PRIZE CLAIMS MUST BE RECEIVED NO LATER THAN 1/26/04. NO COPIES OR MECHANICAL REPRODUCTIONS OF GAME PIECES WILL BE ACCEPTED. PARTICIPANT ASSUMES ALL RISK OF LOSS, DAMAGE AND DELAY OF GAME MATERIALS. YOU ARE NOT A WINNER UNTIL YOUR GAME PIECE IS VERIFIED BY AN INDEPENDENT JUDGING ORGANIZATION, WHOSE DECISIONS ARE FINAL. VERIFIED WINNERS WILL BE NOTIFIED BY TELEPHONE OR MAIL. GRAND PRIZE WINNER WILL BE REQUIRED TO SIGN AND RETURN AN AFFIDAVIT OF ELIGIBILITY, A LIABILITY RELEASE AND WHERE LEGAL, A PUBLICITY RELEASE, WITHIN FOURTEEN (14) DAYS OR PRIZE WILL BE FORFEITED. PRIZES WILL BE AWARDED IN THE NAME OF THE PARENT/LEGAL GUARDIAN, WHO MUST SIGN AND RETURN ALL REQUIRED DOCUMENTS, WHERE APPLICABLE. IF PRIZE PRIZE NOTIFICATION OR ATTEMPTED NOTIFICATION IS RETURNED AS UNDELIVERABLE, PRIZE WILL BE FORFEITED. ANY GAME PIECE THAT IS NOT OBTAINED THROUGH LEGITIMATE, AUTHORIZED CHANNELS, OR THAT IS FORGED, REPRODUCED, ALTERED, OR CONTAINS PRINTING, TYPOGRAPHICAL, MECHANICAL OR OTHER ERRORS IS VOID, AND NEITHER THE SPONSOR NOR ITS AGENTS SHALL HAVE ANY LIABILITY. GAME PIECES THAT ARE DISTRIBUTED OR WHERE NOT INTENDED FOR SALE, IN THE EVENT OF A PRINTING OR OTHER ERROR RESULTS IN MORE PRIZE CLAIMS THAN THE NUMBER OF PRIZES AS SET FORTH IN THESE OFFICIAL RULES, WINNERS WILL BE DETERMINED IN A RANDOM DRAWING FROM AMONG ALL ELIGIBLE PRIZE CLAIMS RECEIVED. IN NO EVENT SHALL SPONSOR'S TOTAL PRIZE LIABILITY EXCEED THE TOTAL NUMBER OF PRIZES STATED IN THESE OFFICIAL RULES. BY PLAYING, PARTICIPANTS AGREE TO BE BOUND BY THE OFFICIAL RULES AND THE DECISION OF THE JUDGES. BY ACCEPTING PRIZE, WINNERS AGREE THAT SPONSOR AND THEIR RESPECTIVE PARENT COMPANIES, SUBSIDIARIES, AFFILIATES, DIRECTORS, EMPLOYEES AND AGENCIES, INCLUDING THEIR ADVERTISING AND PROMOTION AGENCIES, WILL HAVE NO LIABILITY WHATSOEVER FOR ANY INJURIES, LOSSES, OR DAMAGES OF ANY KIND RELATED IN ANY WAY OR SUSTAINED IN CONNECTION WITH THE AWARD, ACCEPTANCE, POSSESSION OR USE OF ANY PRIZE. BY ACCEPTING ANY PRIZE, WINNER, AND IN THE CASE OF A MINOR, THE WINNER'S PARENT/LEGAL GUARDIAN CONSENTS TO THE USE OF WINNER'S NAME AND LIKENESS FOR PUBLICITY PURPOSES WITHOUT FURTHER COMPENSATION, EXCEPT WHERE PROHIBITED. PRIZES ARE NON-TRANSFERABLE. ALL PRIZES ARE AWARDED "AS IS" AND WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, (INCLUDING, WITHOUT LIMITATION, ANY IMPLIED WARRANTY OF MERCHANTABILITY OF FITNESS FOR A PARTICULAR PURPOSE). NO SUBSTITUTIONS OR CASH REDEMPTIONS BY WINNERS WILL BE PERMITTED, SPONSOR RESERVES THE RIGHT TO SUBSTITUTE A PRIZE OF EQUAL OR GREATER VALUE IF ADVERTISED PRIZE IS UNAVAILABLE. FEDERAL, STATE AND LOCAL TAXES ARE THE SOLE RESPONSIBILITY OF WINNERS. **SECOND CHANCE DRAWING:** TO ENTER THE SECOND CHANCE DRAWING FOR THE GRAND PRIZE ONLY, MAIL A 3" X 5" PIECE OF PAPER WITH YOUR NAME, COMPLETE ADDRESS, CITY, STATE, ZIP CODE, DAYTIME TELEPHONE NUMBER, AGE AND A PARENT/LEGAL GUARDIAN SIGNATURE TO: TONY'S "SPY KIDS 3" SECOND CHANCE DRAWING, P.O. BOX 8694, NEW MILFORD, CT 06776-8694. LIMIT ONE ENTRY PER OUTER MAILING ENVELOPE. THE SECOND CHANCE RANDOM DRAWING WILL BE CONDUCTED ON OR ABOUT 1/28/04. IF NECESSARY, SECOND CHANCE DRAWING ENTRIES MUST BE RECEIVED BETWEEN 7/1/03 AND 1/26/04. SECOND CHANCE DRAWING WINNER, IF ANY, WILL BE NOTIFIED BY TELEPHONE OR MAIL. ODDS OF WINNING IN THE SECOND CHANCE DRAWING DEPEND ON THE NUMBER OF ELIGIBLE ENTRIES RECEIVED. ALL TERMS AND CONDITIONS OF THESE OFFICIAL RULES RELATED TO THE AWARDING OF PRIZE ARE APPLICABLE TO A SECOND CHANCE DRAWING. UNCLAIMED FIRST, SECOND, THIRD AND FOURTH PRIZES WILL NOT BE AWARDED. **ELIGIBILITY.** EMPLOYEES OF SCHWAN'S CONSUMER BRANDS-NORTH AMERICA, MARKETING DRIVE WORLDWIDE, M-FACTOR AND THEIR RESPECTIVE PARENT COMPANIES, AFFILIATES, DIVISIONS, SUBSIDIARIES, DISTRIBUTORS, SUPPLIERS, ADVERTISING AND PROMOTION AGENCIES, PRINTERS OF GAME MATERIALS AND THE IMMEDIATE FAMILY, MEMBERS AND THOSE LIVING IN THE HOUSEHOLD OF EACH ARE NOT ELIGIBLE. VOID WHERE PROHIBITED BY LAW. **WINNERS' LIST.** FOR THE NAME OF GRAND AND FIRST PRIZE WINNER'S ONLY, SEND A SELF-ADDRESSED STAMPED ENVELOPE BY 1/26/04 TO: TONY'S "SPY KIDS 3" WINNERS LIST REQUEST, P.O. BOX 337, WILTON, CT 06897-0337. DO NOT SEND ENTRIES OR OTHER CORRESPONDENCE TO THIS P.O. BOX. **SPONSOR:** SCHWAN'S CONSUMER BRANDS-NORTH AMERICA, 115 WEST COLLEGE DRIVE, MARSHALL, MN 56258.

© Miramax Film Corp. 2003. SPY KIDS™ is a trademark and exclusive property of Miramax Film Corp. under license from Dimension Films, division of Miramax Film Corp. All rights reserved
© 2003 Nintendo of America Inc. Nintendo Game Cube™ and related marks are Trademarks of Nintendo of America Inc. All Rights Reserved.

Made with love by

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!